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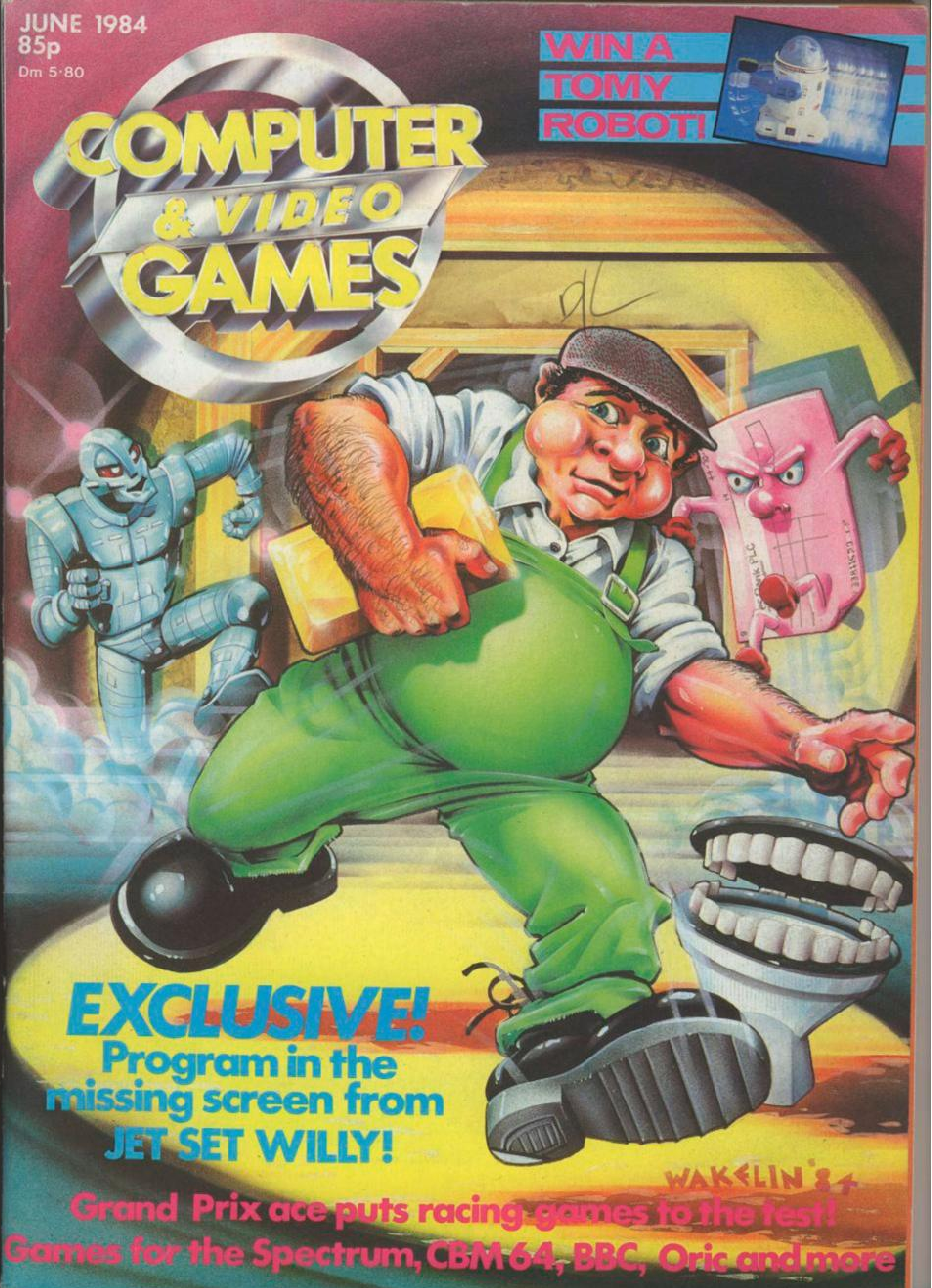

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The cover illustration shows Miner Willy managing, yet again, to escape the many hazards down the mine.

Illustrated by Bob Wakelin

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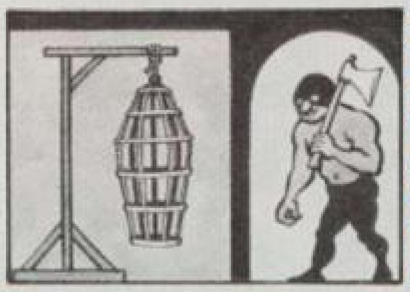

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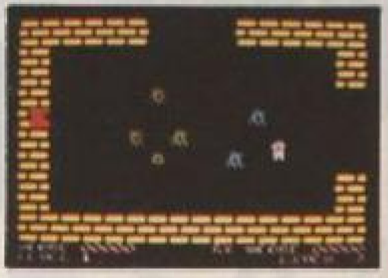

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What the people say!

"I have a recurring problem, my Dad is always playing EXTERMINATOR when I want to"
Craig Horsfield – Blackburn.

"Thank you for a game with no loading or playing problems, my son is very pleased with it"
– Mrs Pritchard, Llanfairpwll.

"I would like to congratulate you on your excellent game for the Commodore 64 – HUSTLER. I found this game very entertaining with brilliant sound and graphics" –
Stuart Adair, Runcorn.

"After purchasing my Commodore 64, I proceeded to purchase many software games for both me and my children. The 'Commodore' and the 'bleep' I find are very poor compared to yours. Can you please send me a brochure or a list or – better still – can you send me a few and enclose the bill." *H. Stephenson, Sheffield.*

"I have just purchased the Bubble Bus game EXTERMINATOR. I would like to congratulate you on a brilliant game. The sprite graphics are really good, non flicker – and smooth! Also the use of colour and sound is great." *Alan Shepherd.*

"May I say I think HUSTLER is great" – *Iain Adan, New Pitsligo.*

"I recently purchased your 'WORD WIZARD' cassette. I must congratulate you on a wonderful piece of software which represents excellent value for money. This is the third Bubble Bus cassette I have bought – the two others are 'HUSTLER' and 'EXTERMINATOR', both of which are also brilliant" – *Mike Dessau, Israel.*

What the papers say!

HUSTLER

"Another Gem" *Commodore Computing.*
"Top rate game" *Computer Choice.*
"The graphics and colour are superb" *Commodore User.*
"To pool freaks it's a must" *Personal Computing Today.*
"It's a must for the collection even if you're not a pool fanatic" *Commodore Computing.*

EXTERMINATOR

"The sheer speed of action keeps you more firmly pressed to the screen" *Commodore User.*
"The player will stumble away from the Computer, his head reeling with wild sounds, only to be drawn back to get his next 'fix', for by now he will be so totally addicted only a power failure will be able to release him" *Commodore Computing.*
"Value for money 100%" 5 star rating *Home Computing Weekly.*
"Finger pressing good" *Personal Computing Today.*

KICK OFF

"Great fun. Addicts of the original Table Football game will find this comes well up to expectations" *Personal Computer News.*
"Anyone looking for something 'different' or fans of the actual game will appreciate this quality offering." "Excellent game." *Commodore Horizons.*

WIDOWS REVENGE

"Challenging and great fun to play" *P. C. Games*
"Whole new ball game" "A good bet for all '64 owners" *Commodore User.*

FLYING FEATHERS

"Graphics excellent as is the sound track"
Popular Computing Weekly.

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PRAISE FOR THE LIGHTS!

Dear Sir,
Brilliant, fantastic, incredible, breathtaking. In fact, I can't praise your *Sound and Vision* program highly enough (*C&VG* April).

The effects are certainly as good as any 'pulsonic' disco lights that you can fork out for in music shops, and listening to tapes now has a new dimension.

Pass my congratulations on to the programmer, Colin Holgate.

Andrew Sinclair,
Morpeth,
Northumberland.

BATTLE WITH THE PIRATES

Dear Sir,
The law recognises that for most crimes the accomplice is as guilty as the culprit. So by definition you, *C&VG*, are guilty of piracy.

In your April '84 issue, in the column headed piracy, you state, I quote, '*C&VG* supports any move which will halt software piracy'.

Well, why don't you start by:

Not printing listings which are poor imitations of originals?

Not reviewing any new games which are obvious rip-offs?

Not printing small ads for programs whose only use is for piracy (commonly known as back-up facilities)?

Above relates to *Pole Position* and *Q★Bert* from the April issue. No doubt some green users bought your mag., thinking they would be the arcade games, as you state in the contents column. Maybe this is one for the ASA.

Don't you read your own micro ads? Copying or exchange is a violation of copyright (exchange-under the illegal distribution of software). I am glad Keith Campbell had second thoughts on his swap shop.

So come on *C&VG*, let's see you take the lead and do something. I am a member of two Edinburgh computer clubs and on the committee of one. These views are entirely my own, although in an up-and-coming debate, I intend to quote from your magazine.

David Burnett,
Edinburgh.

Editor's reply: I don't think we print any 'poor imitations', David. Our listings are tried and tested by a team of independent reviewers who pass on their views to us. We think that they are fairly representative of our readers, so the games they like we reckon the rest of you will like too. If a commercially available game is a rip-off, then we'll tell you in the reviews we write.

As we have already pointed out several times in the past, *C&VG* is firmly against any form of software piracy and will support any moves which will help eradicate it.

We'd like more feedback on the issue of piracy, so if anyone else out there has strong feelings about the subject — for or against — we'd like to hear from you.

HOW MUCH MEMORY?

Dear Sir,
Please could you tell me how many k the Commodore 64 actually has? BBC owners say that half of the 64's memory is used up by cassette operations, graphics etc. So please could you put Commodore 64 owners in the picture?

Also which Donkey Kong would you recommend for the CBM 64?

Stephen Whiteley,
Cumbria.

Editor's reply: Although the 64 does have 64k, it's true that it uses a lot for graphics and other 'housekeeping'. The largest program you can write in Basic is around 39k.

There are not many Kong games around for the 64 yet — but you could take a look at Anirog's Kong game.

YET MORE ON ATARI!

Dear Sir,
I am a sixth form computer studies student, and I am a regular reader of *C&VG* because it offers the best reviews on software and is generaly unbiased. I am greatly disappointed, therefore, when I see things like the *Golden Joystick Awards.*

Everyone knows that the prize is bound to go to the software house which produces games for the best selling micro — dare I say it — yes, the Spectrum. Do you seriously believe that readers of *C&VG* will vote irrespective of their machine?

As you can see, I am a little biased because I own an Atari 800 which, in my opinion, offers the best games-playing potential and certainly the most software which brings me to another quibble.

Out of all the games you review, it is rare that there is more than one Atari review. Do you have it in for poor old Atari? We all know he's got a criminal record as long as your arm, what with rubber keyboards and expensive software, but now Atari is going straight. Can't you reprieve him and let these excellent machines have a real chance? It almost makes me wish I'd bought a Spectrum, just to stop the alienation — almost.

On the same theme, could you start to review Datamost software for the Atari, as one particular program, *Tail of Beta Lyrae,* offers the best arcade package, sound and graphics animation that I have seen for some time? The brilliant playability and sound in these games must surely put an end to the Commodore vs. Atari sound debate.

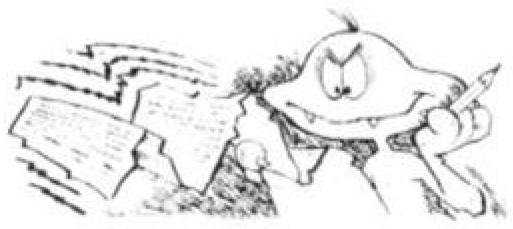
Also, can the Commodore 64 produce quality speech synthesis entirely from software control, such as S.A.M., as can the Atari?

Finally, to make a run only program, add the following line to the end of your listing: 32767 POKE PEEK (138) + 256 ★ PEEK (139) + 2, 0: SAVE "C": NEW.

Type GOTO 32767 in immediate mode and the program will be saved in a special format, preventing a listing being made when re-loaded. You will have to type RUN "C:" (changed accordingly for disc owners) to run your program — the LOAD command will not function properly.

Tony Dolman,
Doncaster,
S. Yorkshire.

Editor's reply: We take your point about the awards, Tony, and we may be making changes in the categories for next year's awards. I hope the mammoth review of Atari software in April's *C&VG* went someway toward the 'rehabilitation' of the Atari in your eyes! Thanks for the tips — and your views on our favourite computer magazine!



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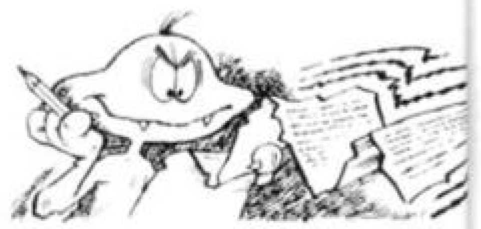


READER GOES ON AND ON...

Dear Sir,
I started to buy your great magazine way back in November 1982 when I borrowed a little black magic box called ZX81. Even though I had to return it, I continued to buy your magazine and shortly afterwards I purchased my own computer — a TI-99/4a.

Since then I have written about 10 games which I thought might be worth reviewing in your magazine.

Unfortunately, they were all on the same tape and the dreaded cup of coffee got to it and ruined it. Anyway, due to problems with the Texas, I had to return it to my dealer.

Do you know bad luck comes in threes? My dealer does not do the Texas anymore because Texas Instruments have given the machine up!

I have recently written a number of programs for a video shop that has a Sharp MX-80k to control his stocks and, due to the flexibility of Sharp's computers, I am now awaiting delivery of the MX700 — and here are my questions.

Why does the printer/plotter reproduce graphic symbols from the computer onto paper in HEX?

How many languages can this computer handle without any extra hardware?

What idiot gave the names MZ-700, 710, 711, 721 and 731 to the machine just because there is no plotter or cassette unit with the machine?

Would you consider publishing games listings for this computer?

Does this computer use the conventional CLS to clear the screen or the same graphic symbols as the MZ80k does?

Regarding the *C&VG* Arcade Championships, my high degree score on Atari's *Star Wars* took over seven hours to complete. One day I had been on it so long, the handle grips came away in my hands and I have proof of this because about four people were watching the game when it happened.

Anyway, I shall continue to buy your action-packed magazine until you go broke from publishing letters this long.

J.P. Hamilton,
Thornby-on-Tees,
Cleveland.

Editor's reply: In answer to your questions.

The plotter's character ROM does not contain any GRAPHICS symbols and so the plotter responds with the HEX equivalent of the ASCII code of the graphic symbol.

Several languages are available eg. Pascal, Forth etc, available from Knights Computers (Aberdeen) or the Sharp Users Club (Yeovil College).

All these different versions are available as standard units in Japan.

We would consider publishing games in the future when the machine becomes popular with our readers.

The same graphic symbols as the MX-80k are used to clear the screen.

ELECTRON ANSWERS

Dear Sir,
As I will soon be purchasing an Acorn Electron, I would like to know if Acorn will be bringing out any more games software other than the 10 we know of?

As it has the same Basic as the BBC, will BBC games be compatible with the Electron? Are there any major disadvantages with it?

L. Thompson,
Leicester.

Editor's reply: The answer is yes to your first two questions, Mr Thompson, and no there aren't any major disadvantages with it, although it is slower than the BBC.

MORE FROM ATARI FAN

Dear Sir,
I must write to endorse Gary Campbell's comments (*C&VG* April) concerning the Atari's sound. I agree with him that it excels in this department. Perhaps David Gardner may be interested to know that machine code programmers on the Atari have access to an incredible nine-octave range and full envelope capabilities.

He may also be interested to know that the bad sounds on Choplifter are common to all Broderbund games that have been translated from the Apple to the Atari. Unfortunately, sounds are not the Apple's strongpoint and, as Broderbund seem content to do straight Apple translations, the sound inevitably suffers. This being the case, I hardly think an Apple to Commodore translation will offer any improvement sound-wise.

I would also like to put you straight on a comment you made in your reviews of the 600XL some months ago. In it you stated that 'Atari still provided no way to stop the machine cycling the colours on the screen.' Well, the magical command is POKE 77,0. You can enter it either as a direct command or every time you execute a Graphics command during a program.

Finally, I enjoyed last month's long overdue review on Atari software. I think if anyone was to see games such as *Blue Max, Astrochase, Necromancer* and *Bristles*, to name a mere few, they would consider them well worth the money when compared with games for other computers.

Jim Short,
Motherwell,
Lanarkshire.

VIC MISSED ON CHARTS

Dear Sir,
I've been buying *C&VG* for about six months now and, up to now, I've been very pleased with it. But in April's edition I was very angry with the Top 30 Chart because it doesn't contain a single good game for the Vic-20. So please, please bring back the old charts for the Vic-20.

Stephen Wells,
Portslade,
Sussex.

Editor's reply: Our charts are now compiled by NOP Market Research, one of the top research companies in the country, in conjunction with the Daily Mirror newspaper, so our charts are the most accurate around.

Unfortunately, Vic-20 owners don't seem to be buying enough software to get it into the new charts at the moment — but keep watching them. I'm sure you'll see Vic-20 games in the charts very soon.

MARTIAN SUPPORTER

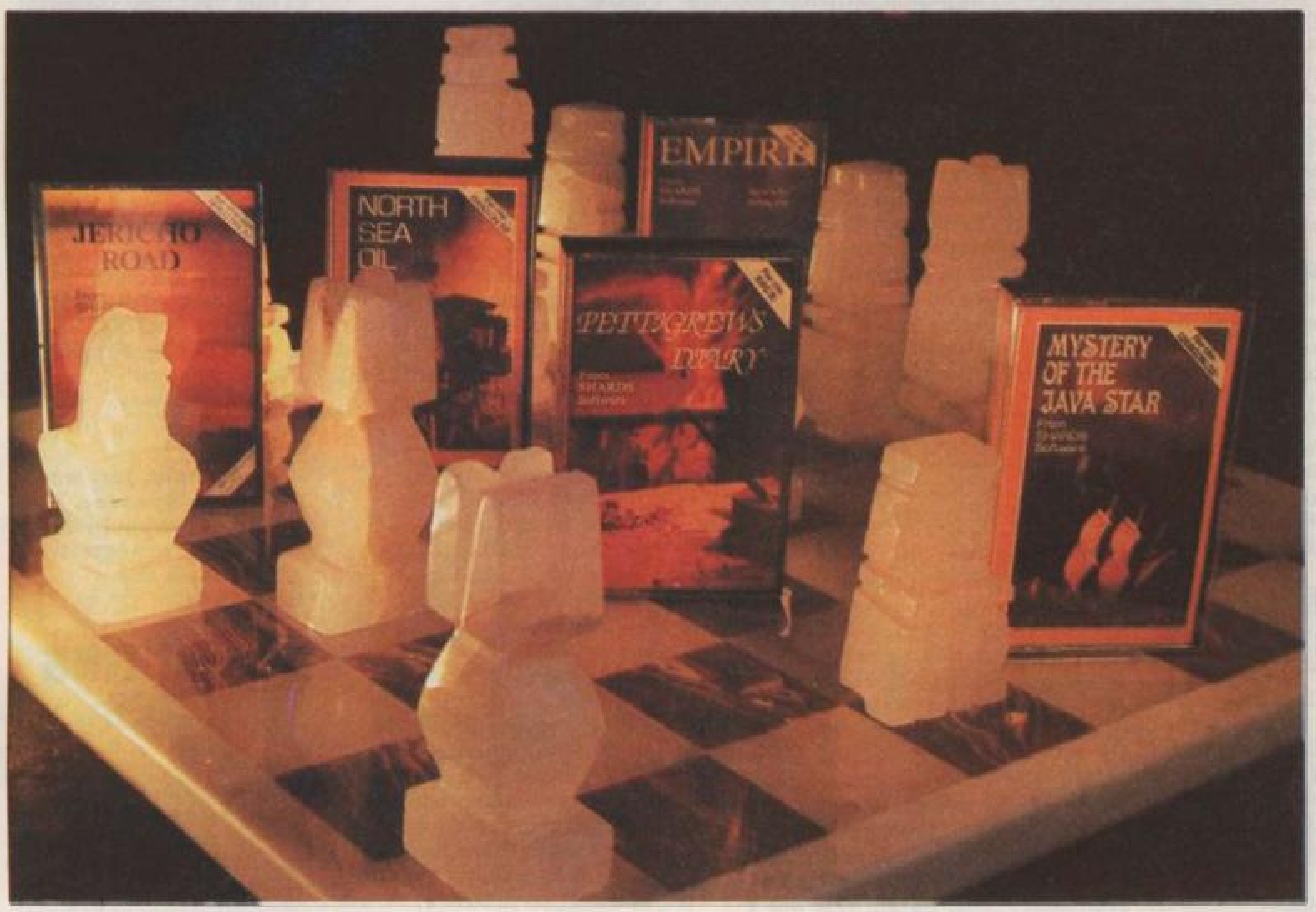
Dear Sir,
I would like to make a comment on Craig Thackray's review of *Caverns of Mars* for the Atari. He said, and I quote: "Atari also have a version of *Scramble* which is now well known. *Caverns of Mars* is a poorly made, roughly finished, overpriced game with little resemblance to the original."

In my words, this is piffle! I bought *Caverns of Mars* for £9.90 and it was made by APX, so that counts out the bit about "overpriced", "poorly made and roughly finished".

I do agree with the bit about "little resemblance to the original", as I don't think that *Caverns of Mars* was meant to be a variation of *Scramble*, as the idea is to activate a bomb and escape. On the whole, I think that Craig was looking at a different game!

David King,
Balerno,
Mid-Lothian.

MIND GAMES



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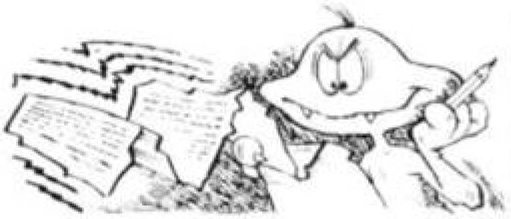

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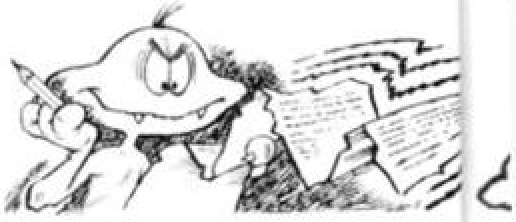


SILENCE IS FRUSTRATING

Dear Sir,
After many desperate hours of trying, I still cannot find a way to make the keyboard on my Dragon make a 'beeping' sound each time a key is depressed, as can the Atari and Spectrum with the aid of a POKE.

Could you please give a listing of the program in your wonderful magazine? I, and a lot of other Dragon users, would be grateful if you could do this.

Jonathan Thomas,
Aberdare,
Mid Glamorgan.

Editor's reply: Well, can anyone help Jonathan? Please reply to Mailbag at the usual address.

ADVENTURE UPSTART!

Dear Sir,
I eagerly await each copy of *C&VG*, and the first page I always read is the Adventure feature. I do enjoy reading about adventures and occasionally obtaining a clue. I myself am an Adventure addict — I do not even look at arcade games.

I have often been tempted to write to comment on a game or ask for help, but until now hadn't got around to it. I read your page in the March issue and I feel I must write now and correct you on your comments about Urban Upstart.

I bought this game one Saturday and worked on it for about four hours then finished it on the Sunday afternoon. Urban Upstart was certainly not the easiest adventure to finish, but I enjoyed every step.

Julie Redpath,
Blairdardie,
Glasgow.

Keith Campbell replies: If you remember, Julie, I did say that the idea was good, but ruined by the implementation. For me, it was the very slow display of the graphics that made waiting for the input prompt so frustrating — coupled with a very limited vocabulary. Perhaps it depends on what you are used to in the way of adventure games.

If everybody agreed with everything I said in every review, then I'd be worried! I tried to convey my honest feelings about the game, as I always do. Perhaps I differ from the majority on this one — but, personally, I found it to be a real pain. If it were rewritten in a more competent way, then I would probably quite enjoy it.

CROSSWORD PUZZLE!

Dear Sir,
While reading through April's issue of *C&VG*, I noticed the first of a new series of crossword competitions. The rules said that the first three correct answers drawn out of the bin would win T-Shirts. I'll bet you didn't get many incorrect answers. If anyone read the magazine properly they would notice all the answers to the puzzle on the next page!!! Was this a deliberate mistake?

Mark Walker,
Outer Hebrides,
Scotland.

Editor's reply: Deliberate? Us? Never! It was April Fool's, wasn't it?

THE PRICE OF PIRACY

Dear Sir,
In your April issue of *C&VG*, you mentioned the problem of piracy in Games News and I will say that I totally agree with the very last part of your article which stated: "Lower prices and a more original approach to games software is what is needed, not legal muscle, to solve schoolkid piracy".

Honestly, can you blame someone of 12 years old copying a tape which costs in the region of £14 to £20 or more? This is the price you would expect to pay for video films which can take up to six years or more to make.

Quite honestly, the software houses have taken advantage of the computer user for too long. Look at the price of *The Hobbit*, for instance. It is nearly two years old but it still costs £14.99 — surely it should be half that price by now? And there are lots of others that are over-priced.

No, the only way to reduce the problem of piracy is to bring the price down such as Imagine is doing (from £5.50 to £3.95) which can only help the company.

I would also like to ask why you don't have four pages devoted to letters, then more could be published. Let's face it — it's your readers who support you.

But after all that, I will end up by saying that your mag. is the best monthly around.

Julius Uzu,
Sheffield.

Editors reply: We agree that some games are over-priced — but that's really no excuse for pinching other people's programs which have often taken many months of effort to produce.

Piracy could put a lot of smaller software houses out of business and stop programmers producing better and more original games. End of lesson!

We'd like to give more space to letters — and we will as soon as we're allowed to have a few more pages to play with.

WE WANT FLEXIDISCS!

Dear Sir,
One day I was out browsing through micro magazines when I saw another magazine offering a free flexi-disc — you know, those floppy little records that come with pop magazines.

It was a small record with programs on it for the most popular computers around like Spectrum, BBC, CBM 64, Atari etc. I thought it was a great idea — in fact, so great I bought it.

How many people out there wish they didn't have to slog over their computer for hours on end trying to type out a program. I think it is a very good idea, so of course I decided to put pen to paper to tell you that your readers might find it as good as I did. Because I get your magazine, I think it would be great if you issued one every so often in *C&VG*.

I believe the majority of your readers would enjoy receiving a flexi-disc, so go on — be daring. Satisfy your readers with one!

Spencer Holdaway,
Camberley,
Surrey.

Editor's reply: Just watch this space, Spencer. You won't be disappointed. Sorry to be so secretive, but the Bugs are listening!

A SPORTING CHANCE?

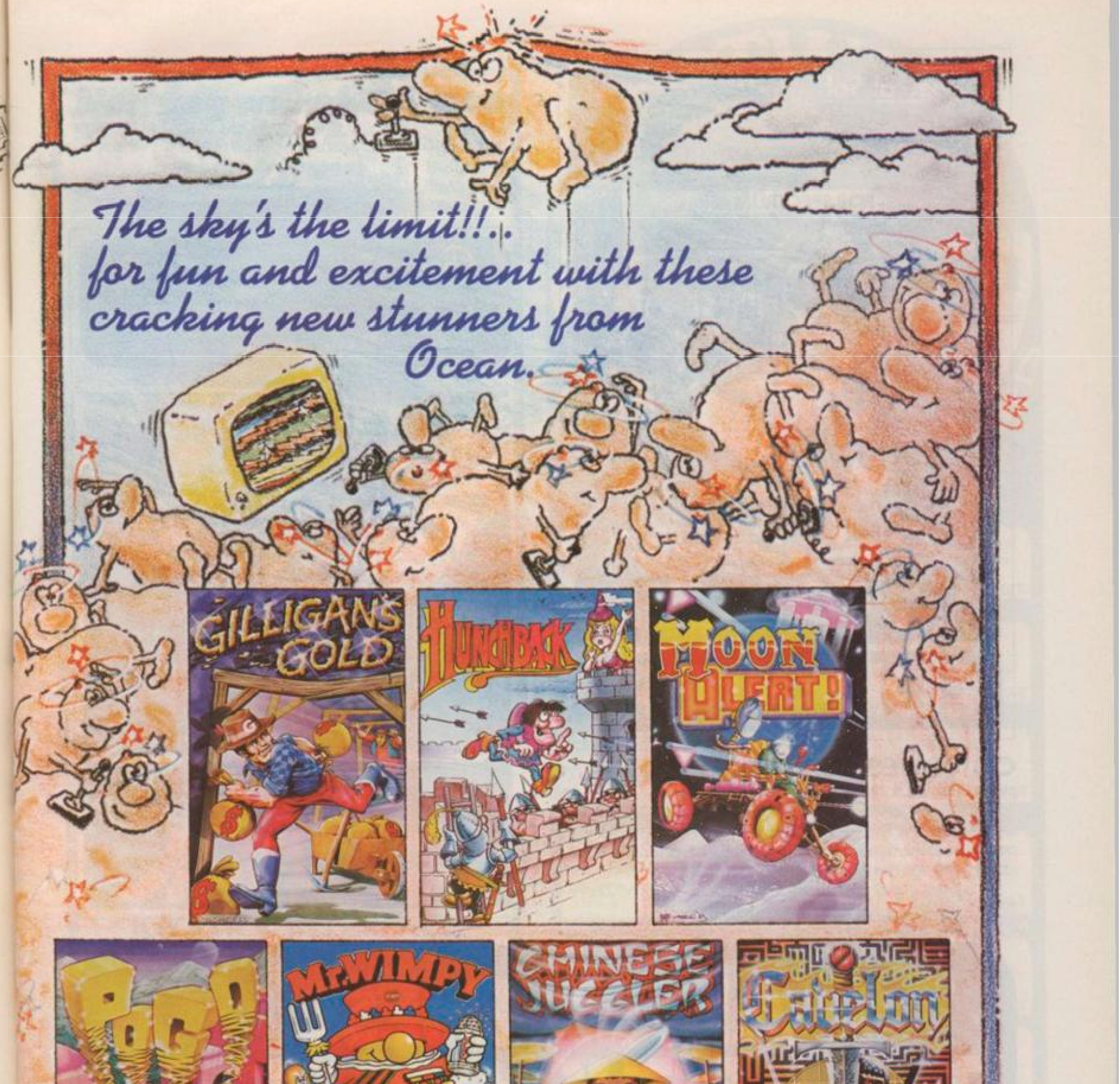
Dear Sir,
There are a lot of people around who advise you not to purchase software through mail order outlets. Well, I am writing in praise of Save-It writing in praise of Software.

Exactly one week ago I saw *Pole Position* at a price of £26.99 (nearly £2 cheaper), so I sent away for it. Today I got it, and what a game it is!

In your magazine, your reviews are smashing. In games such as *Pole Position*, *Tennis* for the Atari and *Snooker* for the BBC, why not have the reviews done by the stars of those sports? It could be James Hunt, John McEnroe and Steve Davis respectively. This idea might not work so well with Manic Miner, though. Can you see Arthur Scargill actually getting Miner Willy to work?!!

David Gratton,
Washingborough,
Lincoln.

Editor's reply: Just look at our feature on motor-racing games with top Formula One driver Martin Brundle, on page 116, David!


The sky's the limit!!..
for fun and excitement with these
cracking new stunners from
Ocean.
GILLIGAN'S GOLD
HUNCHBACK
MOON ALERT!
POGO
Mr.WIMPY
THE HAMBURGER GAME
WIMPY
CHINESE JUGGLER
Cavelon

Here's more top games from Ocean to test the best of you top games masters.
Outstanding classics and incredible originals all available for the **Spectrum 48K**.
For the **Commodore 64**: Chinese Juggler, Cavelon, Gilligan's Gold, Mr. Wimpy and Hunchback.
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ocean

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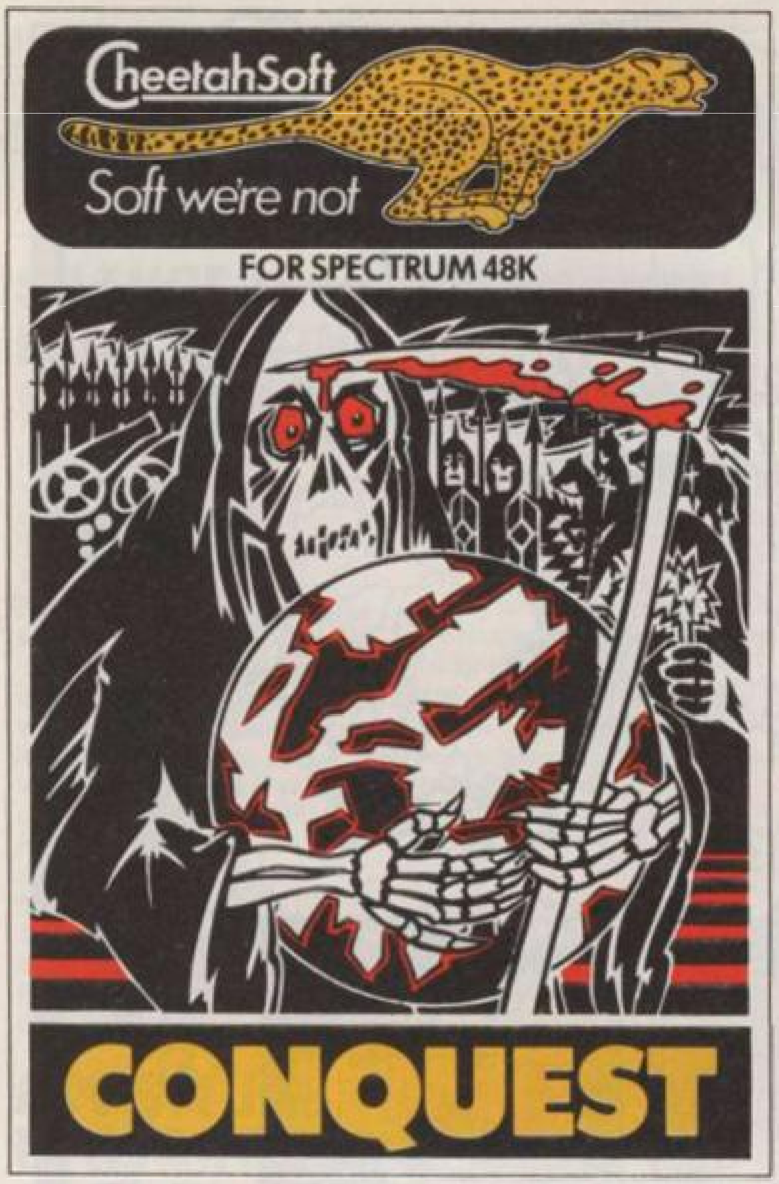


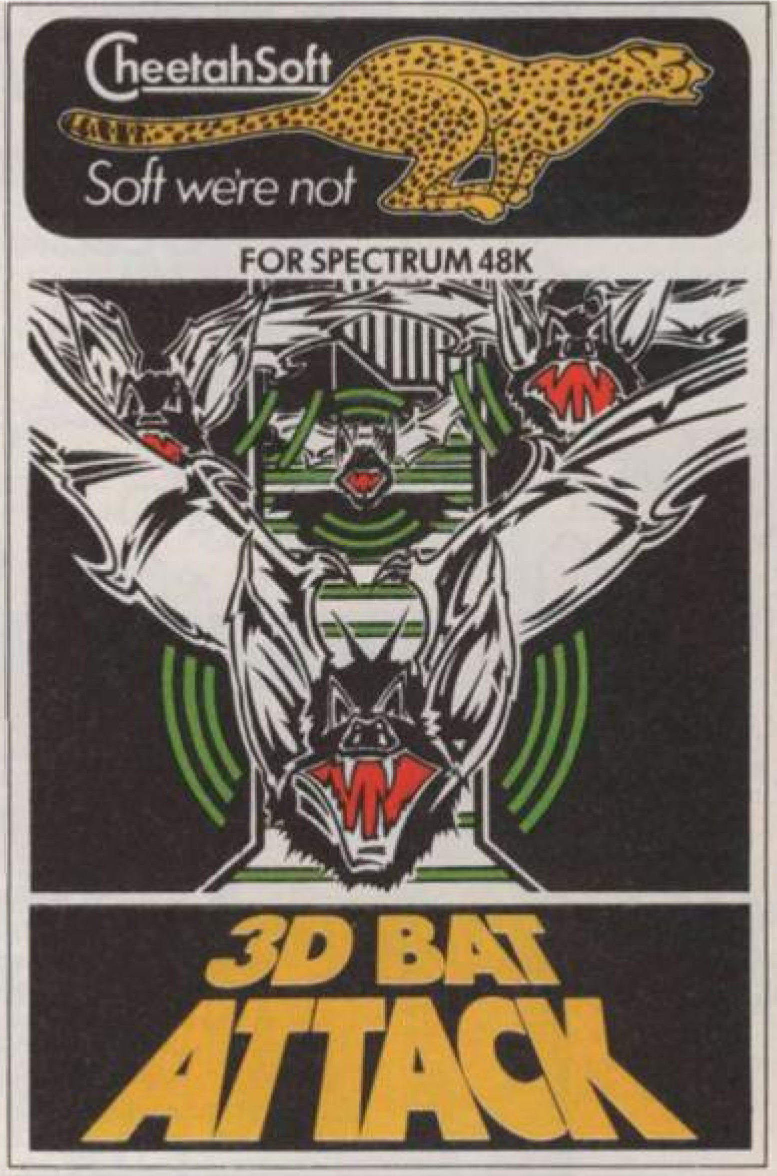
CONQUEST A tactical game which even veteran players will find both challenging and rewarding.

Mediterranean Europe is divided into grid squares. Your aim, as Emperor, is to gain 100 squares of territory as quickly as possible – at the same time dealing with Barbarian counter-attacks, plagues, civil war and rival Emperors.

5 levels of skill, plus a continuous 'Conquest' game where all the difficulty levels are thrown in together.

3D BAT ATTACK An all action, 3 dimensional maze game where you gather up blocks of gold, at the same time pitting your wits against vicious vampire bats whose only purpose in life is to locate, hunt and kill you.

4 levels of skill. At each level the game gets faster and more complicated, and the vampires more dangerous.



AFTER THESE, THE REST IS KIDS STUFF.

Are you ready for CheetahSoft? There's only one way to find out. But be warned: these vampire bats know a good meal when they see one. And our friend with the scythe has had years of experience . . .

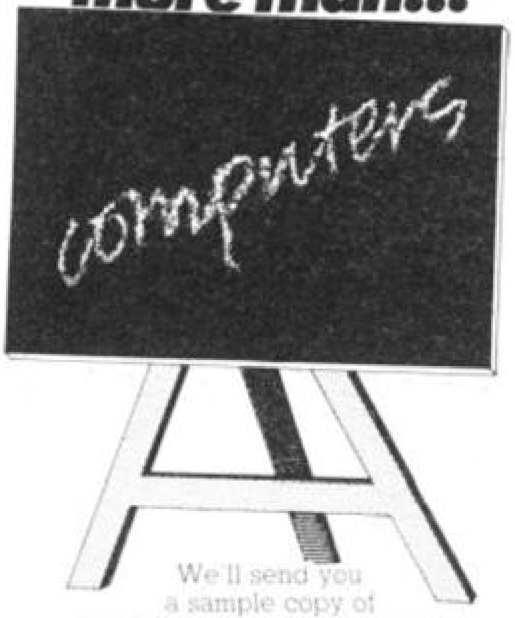
So don't play unless you're ready to play the game for real. Because you'll find there's one sure thing about CheetahSoft: Soft we're not.

£6.95 at all good stores.

CheetahSoft

Soft we're not

Nothing will affect you
(and your school or college)
more than...



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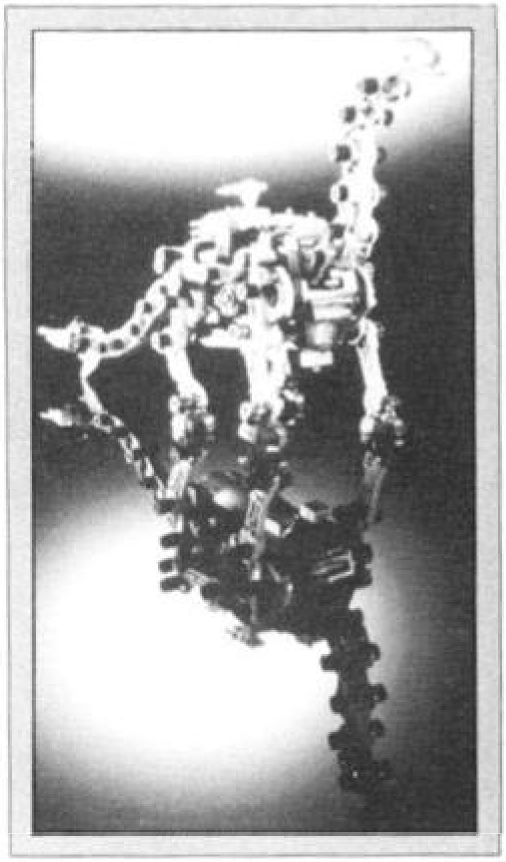
COMPETITION COMPETITION COMPE

ROBOTICS

So, you want to win one of Tomy's terrific Voice Recognition Robots, do you? Well just switch on a few memory cells and see if you can answer these questions set by the Supreme Android himself. Then all you have to do is send your answers, on the coupon, to *Computer and Video Games*, Robot Competition, Durrant House, 8 Herbal Hill, London, EC1R 5EJ. Normal *C&VG* competition rules apply and the Supreme Android's decision is final. Any arguments will be settled with a quick blast from his Kill-O-Zap laser — OK?

NOW FOR THE QUESTIONS...

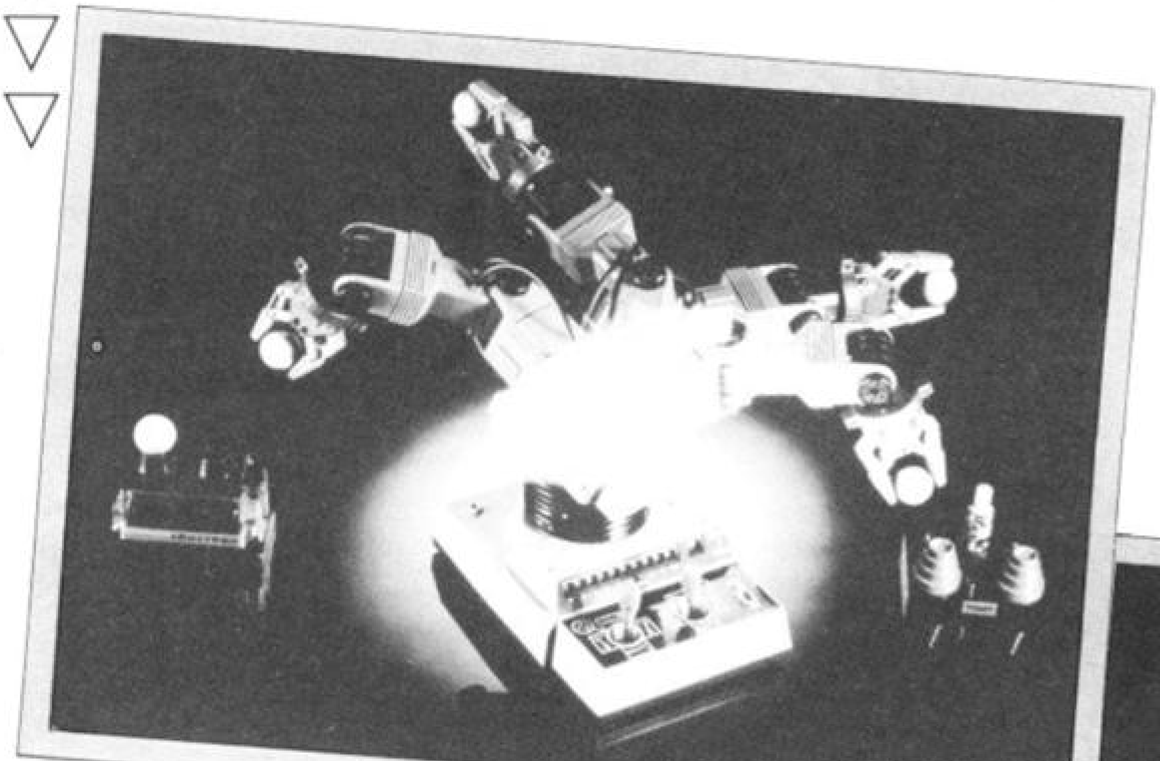
1. What was the robot which appeared in that classic science-fiction film, *'The Forbidden Planet'* called? You may have to ask your dad for help answering this one...
2. What was the name of the world's first paranoid android — often found in the company of inter-galactic hitch hikers?
3. Heavy metal? Heavy hint! What is the name of the robot star of a famous TV comedy show?
4. Which robot helped Luke Skywalker destroy the Death Star in the first *Star Wars* movie?



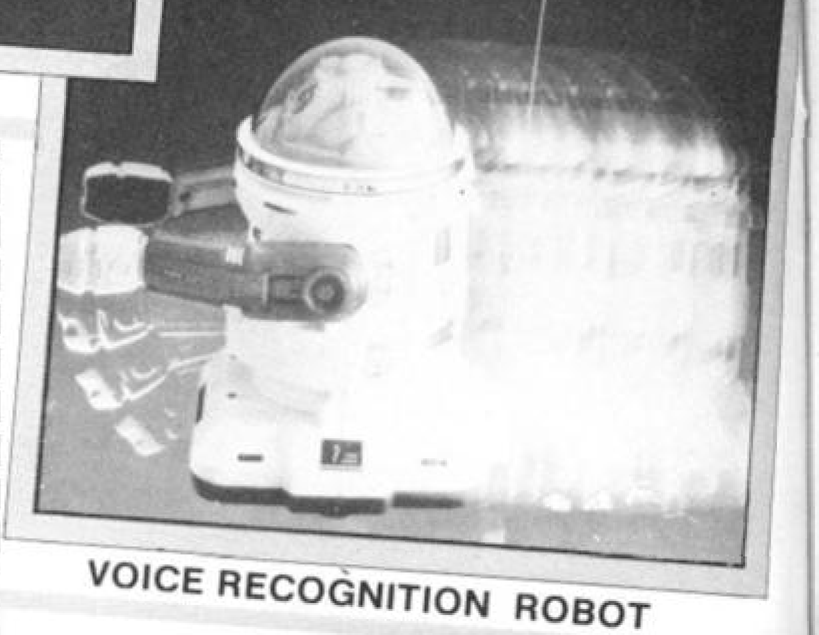
ZRK

Just in case we get a lot of humans getting the answers correct, the Supreme Android also wants you to come up with a name for the *C&VG* robot which we use to help sort through all your competition entries! The best names will help us decided just who will get the goodies!

Closing date for this amazing contest is June 16th — so get cracking and you could soon have a mechanical mate at your service!



ROBO ARMATRON



VOICE RECOGNITION ROBOT

C&VG/TOMY ROBOT COMPETITION

My answers are:

1. ....

2. ....

3. ....

4. ....

My name for the *C&VG* robot is ....

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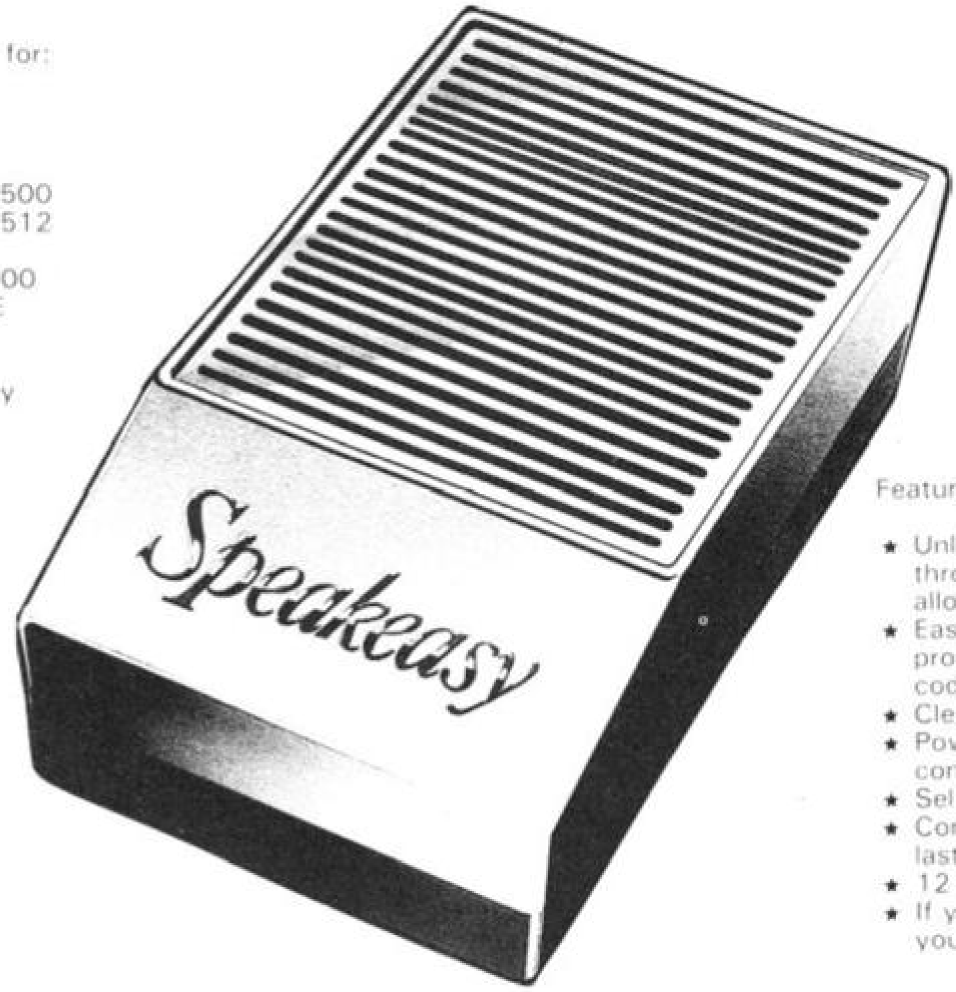

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Connecting lead (*State which micro)		£4.50	
	Total Payable		

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HOTLINE

COMPETITION RESULTS

For those of you in the know, last month we ran a Hotline competition on the special Bugphone where you had to identify the sounds of six ColecoVision games in the order they were played.

However, we did have quite a few perplexed phone calls from people complaining that the Bugphone was full of weird, squeaky noises and where was the Bughunter?!! We're glad to say the Bugphone is now operational again.

We had 50 of ColecoVision's latest games cartridges to give away — 25 for the ColecoVision and 25 for the Atari VCS. The entries flooded in and most of you Vidkids got the answer right, although many of you confused one of the games with Gorf.

Anyway, the prizes are on the way to the lucky winners and the answers in the correct order were:
1: Smurf. 2: Donkey Kong. 3: Carnival. 4: Mouse Trap. 5: Space Fury. 6: Pepper II.

Joe the Lion Results

And so Joe the Lion set off on a quest of immense magnitude — to solve the riddle of the mystic book that would lift an evil curse that had a whole bunch of software companies tied up in knots. They had lost the power to create games programs.

However, Joe had one problem — although he was courageous and brave, he wasn't clever enough to solve the mystery all by himself and this is where you came in.

Last month we printed an extract from the mystic book and asked you to help Joe find the names of the software companies hidden in the text.

There were 180 games to give away to those who managed to crack the riddle first — 60 copies of *Bimbo* for the Spectrum, 60 of *Challenger* for the BBC and, for Oric owners, 60 copies of *Loki*.

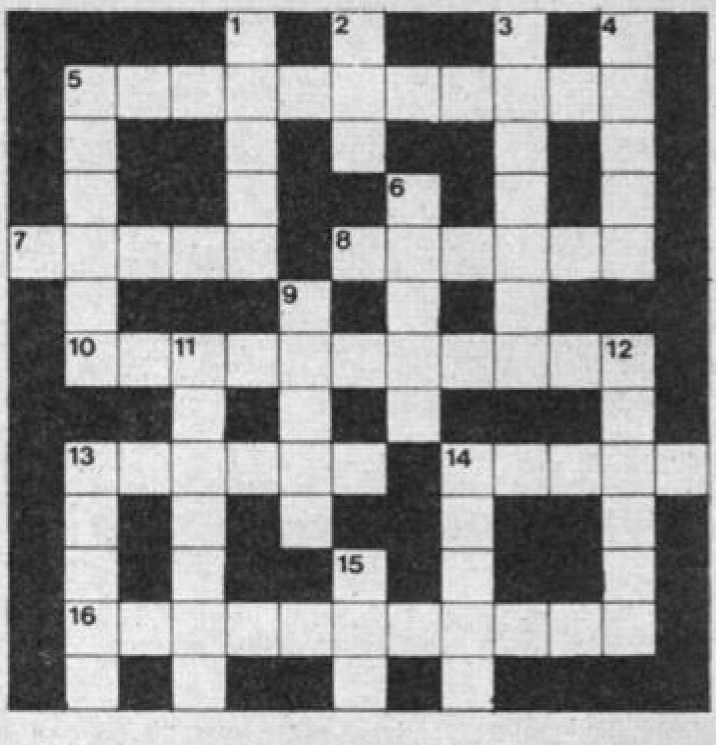
Very few of you managed to pick out all 47 software companies hidden in the text. Congratulations to Wai Fung Wong from Luton, Ben Bryant from Kent, Dane Kurth from Switzerland and Cameron Harvie from Devon, all of whom got the correct answers. Prizes are being sent out to those of you who came nearest to the magical number of 47.

The names of the hidden software companies are:

Rabbit
Silversoft
Sunshine
Bridge
Abersoft
Ocean
Crystal
Virgin
Level
Quest
English
Interceptor
A&F
CDS
CP
CRI
IJK
LCL
PSS
Llamasoft
QED
R&R
Imagine
Superior
Softek
Addictive
Severn
Ultimate
Automata
Fantasy
Artic
Shiva
Elephant
Melbourne House
Salamander
Richard Shepherd
Romik
Durell
New Generation
PASE
Acme
Bug Byte
Lothlorien
Quicksilva
Doctor
Mr Micro
Psion

CROSSWORD

This is the first in a series of brand new *C&VG* crosswords. The first three correct answers out of the *C&VG* memory bin will get an amazing "The Champ" t-shirt. Just send your completed crossword to *Computer and Video Games*, Crossword, Durrant House, 8 Herbal Hill, London EC1R 5EJ.



Clues — Down

1. It's entered into the computer (5)
2. Execute a program (3)
3. Game variation for a particular machine (7)
4. Where Invaders came from (6)
5. Powerful chess pieces (6)
6. Gets a readout of the lines of a Program (5)
9. Automation (5)
11. Bilbo (7)
12. Rapid graphics feature (6)
13. Device for disks (5)
14. Break the rules (5)
15. Top card (3)

Clues — Across

5. Sinclair's QL (7,4)
7. Red card (5)
8. I'd drive (anag.) (6)
10. Parts of Programs (11)
13. Use a spade with a hound for a computer game? (3-3)
14. Top 30 games or records (5)
16. Computer musician from Yazoo (5,6)

FREE! DRAGON ARCADIA

OK Dragon owners, hear this! If you have missed out on our free Imagine games offers in the past, this could be your big chance to make up for lost playing time! Our friends at Imagine have generously handed over 100 copies of their hit game Arcadia, hot off the presses for the Dragon.

Arcadia is a classic space shoot-out — and was one of the games nominated for the C&VG Golden Joysticks Award, earlier this year. It's well worth adding to your games library. All you have to do is fill in the form below and rush it off to *Computer and Video Games*, Durrant House, 8 Herbal Hill, London EC1R 5EJ. Remember only the first 100 will be lucky — so be quick to avoid disappointment!

FREE DRAGON ARCADIA OFFER

Name ....

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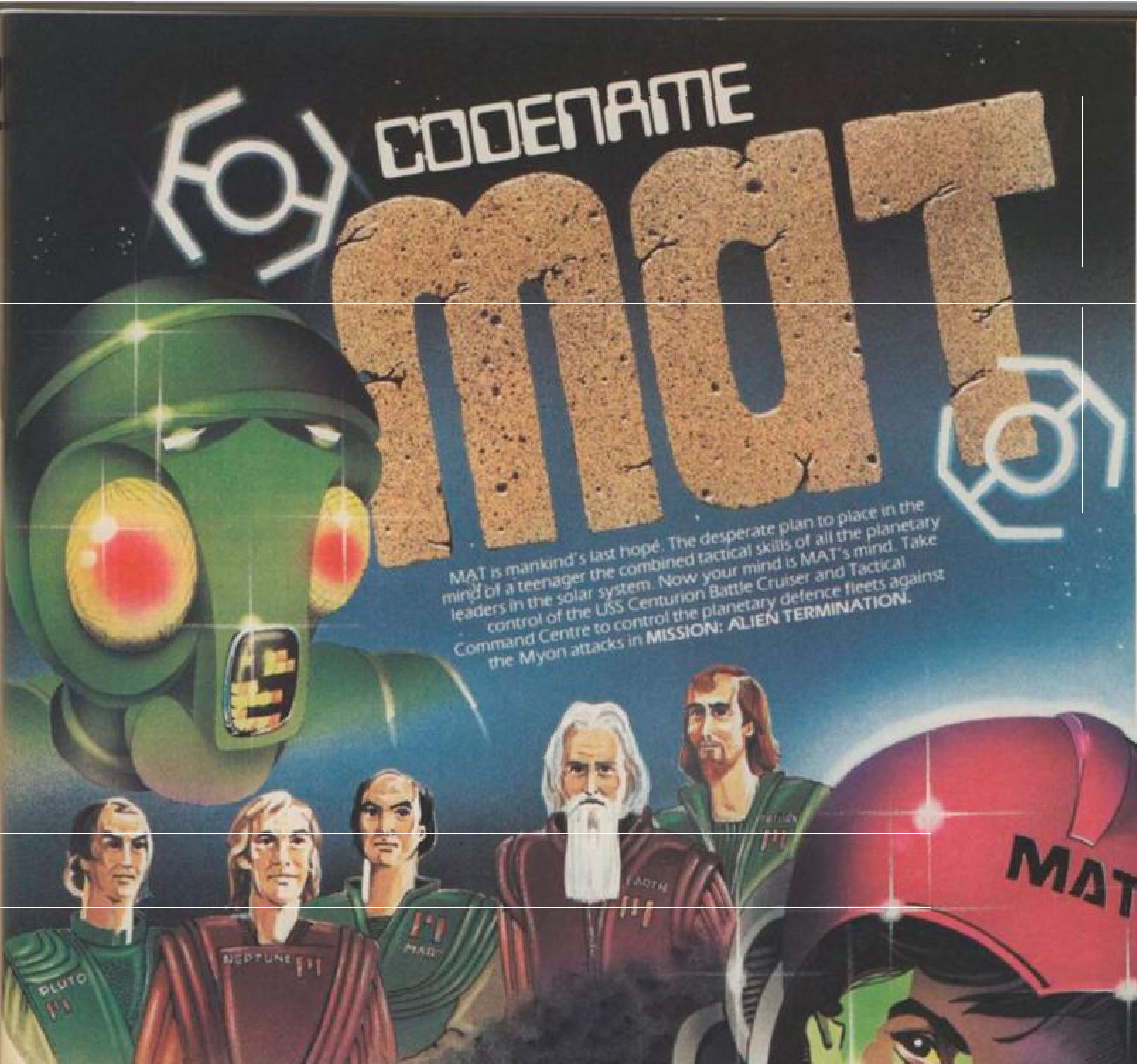

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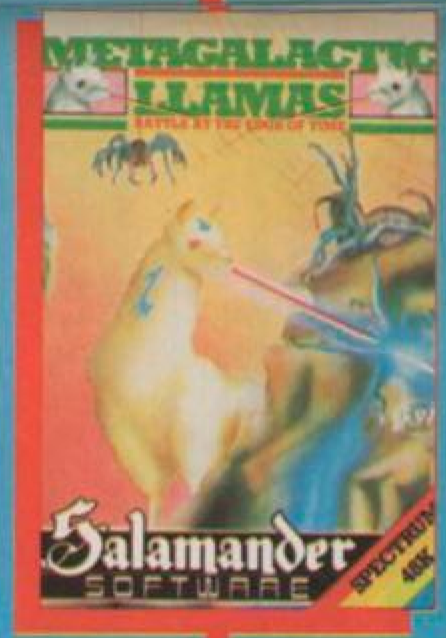
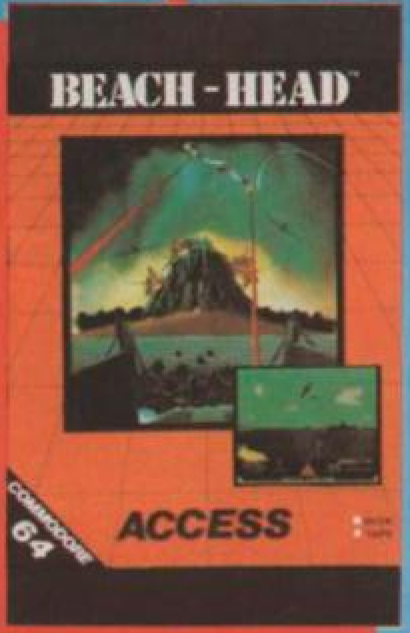
Disruptor unstable detonation immin... runs on the Spectrum
PSYTRON

10	9	4	**HUNCHBACK** OCEAN	(Spectrum)	●		●				●		
11	12	3	**BLUE THUNDER** RICHARD WILCOX	(Spectrum)	●								
12	24	2	**CODE NAME MAT** MICRO-MEGA	(Spectrum)	●								
13	8	4	**SCUBA DIVE** DURELL	(Spectrum)	●								
14	5	4	**THE HOBBIT** MELBOURNE HOUSE	(Commodore 64)	●		●				●	●	
15	21	2	**AZTEC CHALLENGE** COSMI	(Commodore 64)			●						
16	—	1	**BLAGGER** ALLIGATA	(Commodore 64)			●						
17	18	4	**FRED** QUICKSILVA	(Spectrum)	●								
18	17	4	**JET PAC** ULTIMATE	(Spectrum)	●	●							
19	29	2	**BLADE ALLEY** PSS	(Spectrum)	●								
20	—	1	**JUMPIN JACK** LIVE WIRE	(Commodore 64)			●						
21	25	4	**LUNAR JET MAN** ULTIMATE	(Spectrum)	●								
22	—	1	**TRASHMAN** NEW GENERATION	(Spectrum)	●								
23	—	1	**TRIAD** LIVE WIRE	(Commodore 64)			●						
24	22	4	**POLE POSITION** ATARISOFT	(Atari)									
25	27	4	**ANT ATTACK** QUICKSILVA	(Spectrum)	●								
26	30	2	**FORTRESS** PACE SOFTWARE	(BBC)								●	
27	—	1	**3D LUNAR ATTACK** HEWSON	(Spectrum)	●								
28	—	1	**ZODIAC** ANIROG	(Commodore 64)			●						
29	—	1	**PYRAMID** FANTASY SOFTWARE	(Commodore 64)			●						
30	13	4	**ALCHEMIST** IMAGINE	(Spectrum)	●								


METAGALACTIC LLAMAS
BATTLE AT THE EDGE OF TIME
Salamander SOFTWARE
SPECTRUM 48K


BEACH-HEAD
ACCESS
COMMODORE 64

STARZONE SOFTWARE
ZAXXAN
74, Wallingford Rd SHILLINGFORD Oxford
ZX SPECTRUM 48K

Look out for the brand new 'Top 10' in the Saturday edition of the DAILY MIRROR, every fortnight.
Plus the complete 'Top 30' in Computer & Video Games at your newsagent on the 16th of every month.
Information compiled by N.O.P. Market Research Ltd.

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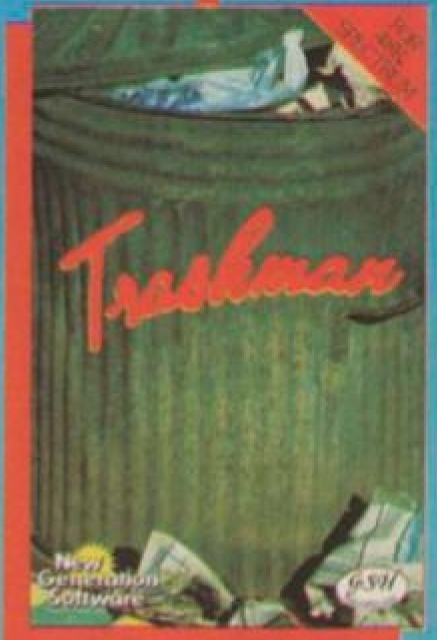
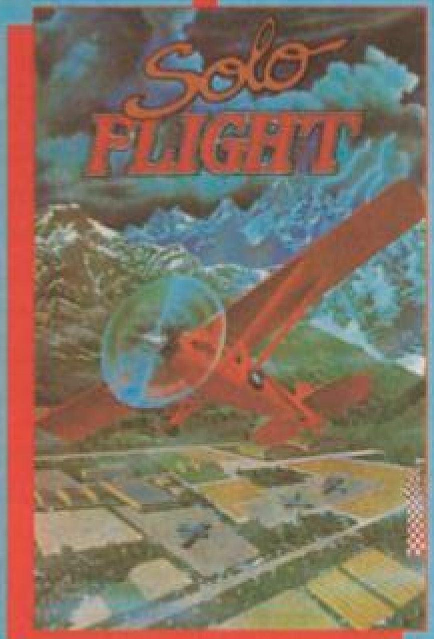
artic
BEAR BOVVER


Trashman
New Generation Software

DAILY Mirror

COMPUTER & VIDEO GAMES

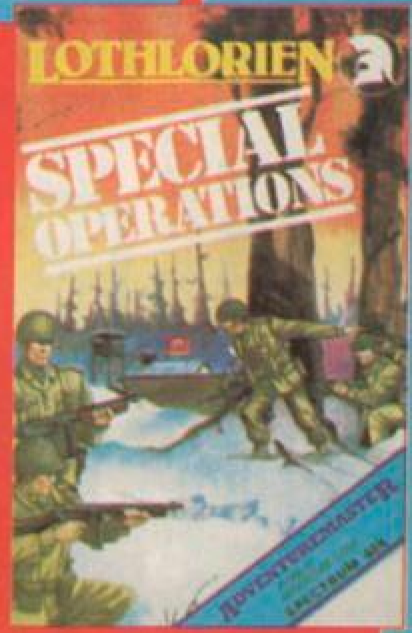
SOFTWARE TOP 30

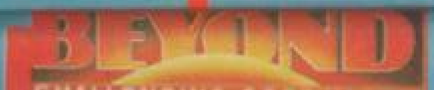

Solo
FLIGHT

PROGRAM
POWER
BBC MODEL B
GHOULS

ONLY THE BEST BECOME A...
FIGHTER
PILOT
48K SPECTRUM
BY D.K.MARSHALL
DIGITAL
INTEGRATION

						(Available on)								
THIS WEEK	LAST WEEK	WEEKS IN CHART	TITLE	Publisher	Computer	SPECTRUM	VIC 20	CMMDRE 64	ELECTRON	ATARI	DRAGON	ORIC	BBC	OTHER
1	1	3	JET-SET WILLY	SOFTWARE PROJECTS	(Spectrum)	●								
2	3	4	FIGHTER PILOT	DIGITAL INTEGRATION	(Spectrum)	●								
3	4	4	MANIC MINER	BUG BYTE/SOFTWARE PROJECTS	(Spectrum)	●								
4	6	4	HUNCHBACK	OCEAN	(Commodore 64)	●		●				●		
5	7	4	ATIC ATAC	ULTIMATE	(Spectrum)	●								
6	10	3	SPACE PILOT	ANIROG	(Commodore 64)			●						
7	5	4	MANIC MINER	SOFTWARE PROJECTS	(Commodore 64)			●						
8	11	3	NIGHT GUNNER	DIGITAL INTEGRATION	(Spectrum)	●								
9	2	4	CHEQUERED FLAG	PSION	(Spectrum)	●								
10	9	4	HUNCHBACK	OCEAN	(Spectrum)	●		●				●		
11	12	3	BLUE THUNDER	RICHARD WILCOX	(Spectrum)	●								


LOTHLORIEN
SPECIAL
OPERATIONS
ADVENTUREMASTER



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64

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f 1701 colour monitor	£195.95
b Z80 CP/M cartridge	£50.00
b Speech synthesiser	£49.50
a Microguide	£5.95
c Petspeed	£50.00
b Intro. to Basic Part 1 and 2	£14.50
b Simons Basic by Commodore	£50.00
b Easyscript (wordprocessor)	£75.00
b Easyspell (spelling checker)	£50.00
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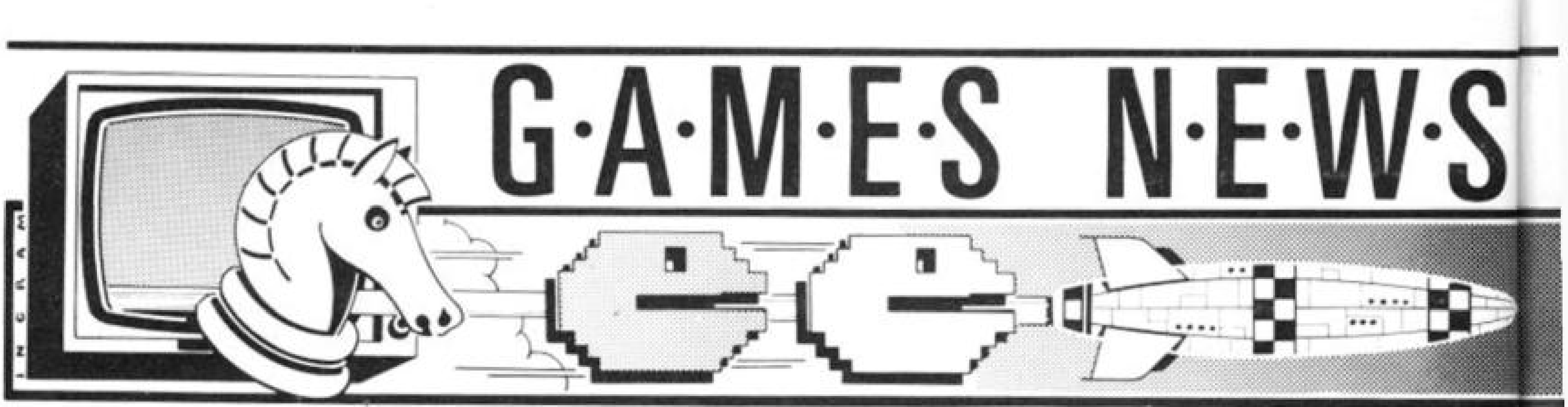


LET SLEEPING MUMMIES LIE

MUMMY MUMMY

A new game for the 16k Spectrum will banish forever the myth that computer games are only for children.

Mummy Mummy is set in Egypt, thousands of years ago, during the reign of the infamous Nefertiti. You play the part of the mummy who has been slumbering in peace in his pyramid for hundreds of years.

But you are awoken from your sleep by the ghost of Mad Clive, a greedy archaeologist, who died while trying to plunder the pyramid and your tomb in particular.

You must complete two difficult tasks before you can be reburied, hopefully to spend another millenia fast asleep in your gold sarcophagus. First, you must collect the 25 pieces of the burial scroll hidden in the pyramid, necessary if you are to return to the coffin.

Next you must destroy the ghost of Mad Clive and the distressed souls of former Egyptian rulers who haunt the pyramids by bringing down the stone roofs and burying them under the rubble.

Mummy Mummy is available direct from MC Lothlorien for the 16/48k Spectrum and costs £5.95.

PS MC Lothlorien are one company who are leading the way with a new type of game — the strategy war game. The games combine the best of arcade and adventure software. Fast and furious shooting action is interlinked with brain-racking military decision-making. In future issues, *C&VG* will be exploring these new 'cult' games.

SHERLOCK HOLMES GOES MISSING!

SHERLOCK HOLMES

Sherlock Holmes' greatest mystery could well turn out to be the case of the missing game.

The Sherlock Holmes adventure game was announced exactly one year ago having already been several months in development.

Twelve months later every adventure games fan in the country is beginning to wonder when they can get their hands on it.

The answer is elementary, my dear reader. The end of May is the latest official launch date forecast by Melbourne House.

Sherlock Holmes is undoubtedly the biggie of the year from Melbourne. Billed as the next adventure game from Philip Mitchell, of Hobbit fame, it can't fail.

Before Holmes hits the streets, Melbourne House are squeezing in three other new games.

Medieval Castle from John Jones Steel, the man who wrote Abersoft Forth and Classic Adventure, is the programmer's first foray into arcade-style adventure games.

The game is similar to the arcade game Wizard of Wor in which you have to get through several rooms to destroy the evil wizard.

C&VG managed to get this sneak preview of one of the game's screens.

Also causing a stir amongst Spectrum owners is the new tough guy, Mugsy. Just in case you haven't got the word yet, Mugsy runs this joint, so you'd better not mess with him — otherwise the boys will be round.

This comic book-style game combines arcade play with an adventure format — the text appearing as speech bubbles.

64 owners are also included in Melbourne House's spring releases with a space shoot-'em-up called Star Trooper. Sounds a little bit like Ultimate's Jet Pac this one. With a jet pack on your back, you must blast your way through waves of aliens to get to the mother ship to refuel and fill up your oxygen cylinders.

Sherlock Holmes will cost £14.95. Star Trooper, Mugsy and Medieval Castle are £6.95 each.

EARN YOUR WINGS ON A '64!

FIGHTER PILOT

The highly acclaimed flight simulation game for the ZX Spectrum, Fighter Pilot, is now available for the Commodore 64 — and it's even better than the original!

Digital Integration's Fighter Pilot has been shooting up the charts during the last few weeks, and has proved itself one of the most popular and sophisticated games available for the Spectrum.

Commodore owners will now be able to buy what is undisputedly the best air-to-air battle game available for any home micro. The '64's larger memory and better built-in facilities means that the game now includes sound effects and much improved graphics — plus all the old options like landing, combat practice and mechanical malfunctions that were included in the Spectrum version.

Digital Integration have also just released a second flying game, Night Gunner, which differs from Fighter Pilot in that it is less complicated to play, but it has a more arcade-type feel. The company are presently working on a Commodore version, but this won't be ready for some time yet, unfortunately.

Fighter Pilot for the Commodore 64 will be released in late April or early May and should sell for around £7.00.

HOW TO SURVIVE THE RUSH HOUR!

LEMMINGS

A few years ago, a small hand-held electronic game, called Game and Watch, caused quite a stir in the newspapers when it was released. A lot of people were rather shocked by the game's macabre story line.

The object of the game was to save the babies who were being thrown out of a burning orphanage, by bouncing them into a waiting ambulance at the other side of the screen.

Illustration: Terry Rogers

G·A·M·E·S N·E·W·S

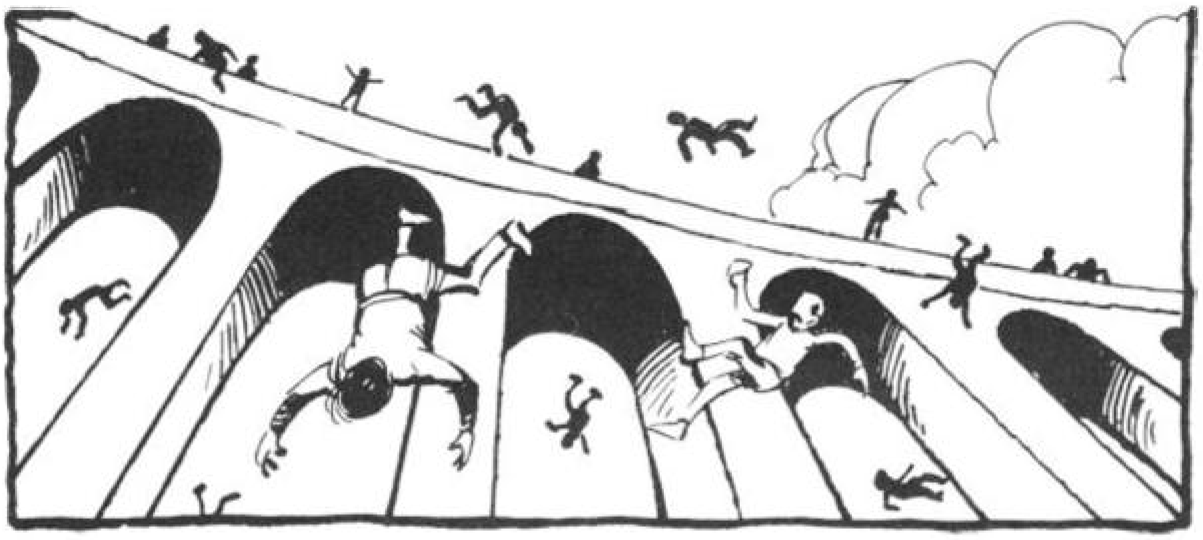


ILLUSTRATION: TERRY ROGERS

A new game, Lemming Syndrome, is similar, but steers well clear of the touchy subject of burning orphans. Instead, it relies on commuters, who are so desperate to get to work on time, they are willing to be bounced across a bridge-less river on a moving trampoline.

At first, the flow of commuters is very light and it is fairly easy to get them across safely.

As 9 o'clock draws nearer, however, the rush hits its peak and you'll be stretched to make sure everyone gets to the other shore bone dry.

The Lemming Syndrome is available from Dynabyte Software for the BBC model B and costs £7.95.

ELECTRONIC WORKS OF ART

ELECTRONIC ARTS

Electronic Arts, a company renowned throughout the United States for producing games which most critics have labelled 'state of the art', are preparing to unleash their range of Commodore 64 and Atari titles on the unsuspecting British public.

The company has been formed by independent, some would say 'renegade', programmers who have left the established software houses to form a company dedicated to producing the ultimate in computer entertainment.

One of Electronic Arts' founder members, Bill Budge, had already written Raster Blaster, a classic pinball game for the Apple and Atari computers before joining. His second game, Pinball Construction Set, was even better than his first attempt and has been widely acclaimed as the most sophisticated program of its kind.

Their range of games for the 64 and the Atari have been making waves in America for some time now, but England has so far missed out.

However, Centresoft, a Birmingham company who specialise in importing American software, will begin selling the games in late April, though there is one small problem — they cost £30 each!

You can see what *C&VG* think of Electronic Arts' Hard Hat Mac in the reviews section further on in the magazine.

The most intriguing of the new games is Archon. The game's designer, Jon Freeman, was dissatisfied with the limitations of established strategy games like chess and Go: "I like chess, but I find it boring. When I play, I like to spend 30 seconds on one move." So he decided to write a board game combining the strategy of chess and the lightning reactions of an arcade game, and Archon was born.

CRACKING THE CASH CODE

THE CODE

There's more big money up for grabs in a new text adventure game which will go on sale next month with a £2,500 cheque waiting to be presented to the first person to crack the code.

Once you have discovered the code — which makes up a secret telephone number — you can dial it to claim your prize.

But no one ever wins these prizes, I hear you say. True, we've never heard anything about Artic's Krackit, and the company are mysteriously tight lipped when you remind them about the cash prize no one has so far won.

Then there is a certain loony in a pink suit — commonly known as the PIMAN who is driving people up the wall in pursuit of his golden sundial of Pi. Watch Keith Campbells' Adventure Column for some interesting news on this one.

The manufacturers of The Code assure me that the game is different — and that someone will actually win it — even if they haven't sold three million copies of the game first.

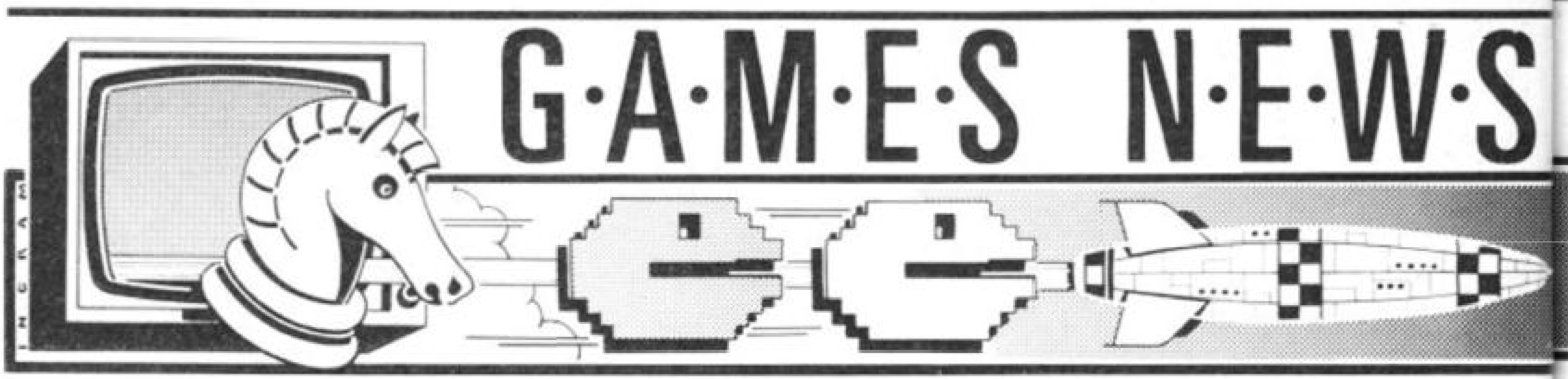
To ensure fair play, The Code will be send out to everyone who has sent their money for a copy on the 1st of July.

This means everyone will have the same amount of time to solve it.

The Code is written by a new company called Soft Concern Ltd of Warwick and costs £9.95 for the 48k Spectrum.

ARCHON
BY ANNE WESTFALL AND JON FREEMAN & PAUL REICHE III
THE LIGHT AND THE DARK

G·A·M·E·S N·E·W·S



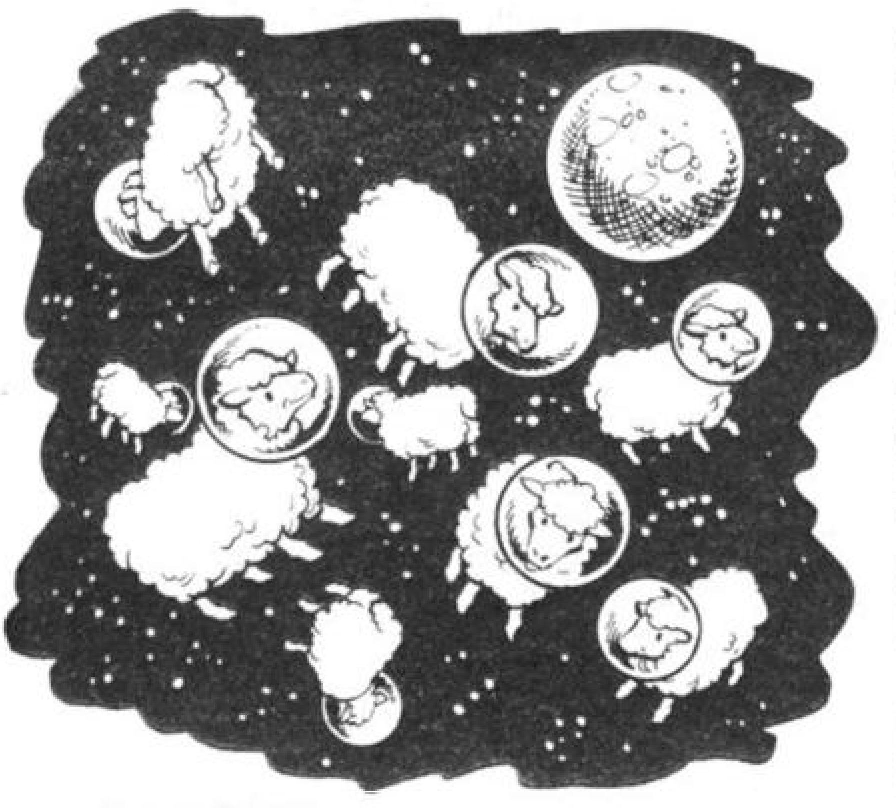


Illustration: Terry Rogers

A FLOCK OF FLYING SHEEP?

SHEEP IN SPACE

Jeff Minter, the man behind Commodore classics like Gridrunner and the brilliant Revenge of the Mutant Camels, is preparing to stun computer owners and horrify animal lovers with his new game — Sheep in Space.

The game is set on not one, but two different planets. It is a scrolling game and shares many similarities with the arcade game, Defender, but it has many aliens and different objectives to complete.

The planet's surfaces are arranged along the top and bottom of the screen. You have to fly your laser-spitting sheep between the two planets. Landing is no problem, as long as you don't mind walking upside down on the top planet.

Both planets contain a huge artillery gun and a nuclear power station. A close watch will have to be kept on both of them, as they are very unstable. If they explode, both planets will be destroyed and you and your faithful sheep will be thrown into outer space, to face certain death battling against mutant aliens.

Sheep in Space is available from Llamasoft for the Commodore 64 and costs £7.50.

NB. Atari owners will soon be able to buy Revenge of the Mutant Camels for their computer. Llamasoft have promised an Atari version in the next few months.

MAY THE SAUCE BE WITH YOU!

PASTA BLASTA

Forget laser swords, intergalactic hyper blasters and anti-matter bombs, the universe's most deadly weapon is a plate of half-eaten spaghetti.

Pasta Blasta, the first game in the Pasta Wars Trilogy, is set in an Italian restaurant far away at the edge of the galaxy. Heinz Solo, the hero of lasagne lovers everywhere, is fighting to save his last few tins of ravioli from the sauce-thirsty, ravenous Pasta Pinchers.

Armed only with his small bottle of tomato ketchup, he must squirt away the hungry monsters and dodge the pac-people running around the tables, if he is to have any chance of saving the vital ravioli.

Pasta Blasta is the first of a trilogy of games based on the exploits of the daring waiter, Heinz Solo.

The second game is being written at the moment and is to be called, the Ravioli Strikes Back. The third game has yet to be named, but The Return of the Pasta doesn't seem unlikely.

Pasta Blasta is available from Swansea-based Arcadia software for the 48k Oric 1 and Atmos, and costs £5.50.

BUILD YOUR OWN EMPIRE – BY POST!

EMPIRES

When a Galactic war breaks out there is only one winner — make sure it's you.

This rather apocalyptic message is the slogan behind a brand new strategy war game just going into the shops.

Empires is the name of the game and building empires is the object of this four player game.

You choose to play the part of Earthlings, Robozons or The War Lords of Tyre. One player must be the Umpire — though this does not mean he doesn't take part.

The designers of the game say that there is a large amount of role playing in the game, similar to Dungeons and Dragons.

By exploring neighbouring solar systems, mining minerals, and increasing your wealth, you can build powerful space fleets.

Cultural and communications differences soon bring you into conflict with the other players.

By doing battle with your opponents, you can assess their strengths and weaknesses.

You have won the game when your opponents have all been destroyed and you totally dominate the galaxy.

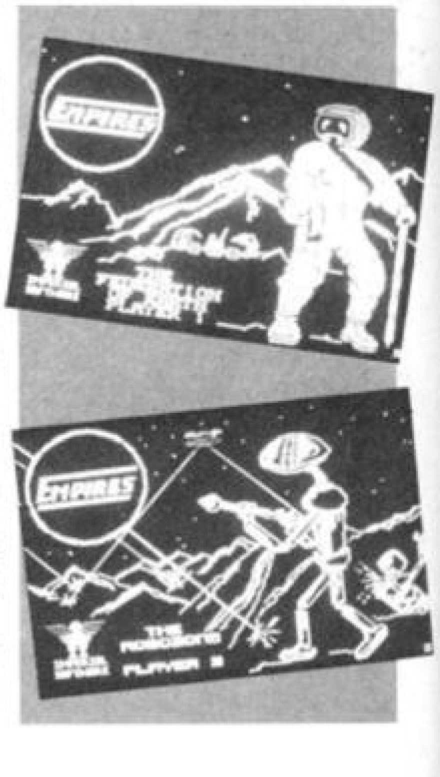
Each player has his own cassette which loads his characteristics into the computer. The relevant program must be loaded into the Spectrum to enable the player to take his go.

During a turn, the options open to a player are typed in and the computer taps out its response — scrolling horizontally across the screen.

Also in the box are four cardboard maps of the galaxy to enable the player to keep a track of his moves, data cards for recording the movements of ships, and four separate sets of rules — one for each player.

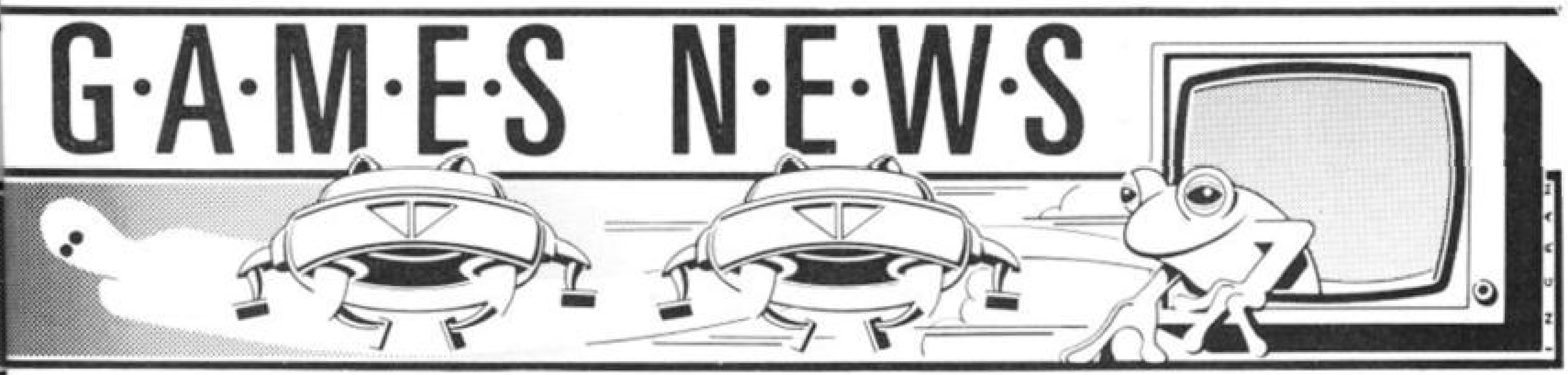
Empires was dreamed up by a new three-man software house called Imperial Software. It has been designed so that it can be expanded to add greater complexity and realism and also to enable more players to take part — including a play-by-mail option.

If you fancy yourself as an Intergalactic Emperor, you'll first have to find £19.95 and own a 48k Sinclair Spectrum. Imperial are based in Poole, Dorset.



Screens from Empires

G·A·M·E·S N·E·W·S



YANKEE DOODLE DANDEE

JOHNNY REB

The American Civil War and its victories, defeats and atrocities are relived in a brand new war game that simulates the conflict that almost threatened to tear the nation in two.

The game, Johnny Reb, is set at the beginning of the American Civil War near a small river crossing between the massed forces of the Unionist north and the Confederate south.

The game can be played by either one or two players. In the one player game, the computer acts as an opponent and an impartial referee. Once the sides have been chosen, troops must be picked and the battlefield selected.

Tactics are all important. You must choose the right balance of artillery, infantry and cavalry or run the risk of having a seriously weakened defence.

The object of the game is to overrun the enemy and capture their flag, but don't expect it to be a walk-over — because the computer has been well trained and has quite a few surprising strategies up its sleeve.

Johnny Reb is available from MC Lothlorien. The Dragon 32 version costs £7.95 and the Spectrum version costs £5.50.

War gaming fanatics had better keep their eyes peeled over the next few months. *C&VG's* reviewers are pulling on the jack boots and covering themselves in camouflage paint in preparation for the launch of a new, regular war gaming column. So remember to have a raid on your local newsagent every month.

OPEN INVITATION FROM ACORN

ACORNSOFT

Acornsoft have released two new games for the BBC micro and have ended the famine of software that has affected the computer.

Free Fall and Crazy Tracer are two of the games at the forefront of Acornsoft's new and more aggressive games production. After a period of many months of inactivity, the company have also just released a flying game, Aviator, and a program based on JCB Diggers as well.

Crazy Tracer is loosely based on the game Qix. The aim of the game is to fill all the empty squares on a grid while avoiding all the nasty monsters who run along the outside.

Free Fall, on the other hand, is set on a space station orbiting a lifeless planet. As the sole surviving member of the crew, you must defend the base barehanded from the attacks of Alphoid warriors.

Free Fall and Crazy Tracer are available from Acornsoft in Cambridge for the BBC micro and cost £9.95 each.

Buying BBC software won't be such a hit and miss affair anymore, providing you live in London.

Acorn have opened a shop in Henrietta Street, in the heart of Covent Garden and the company are inviting people to come along and test out new hardware and software for the BBC and Electron computers.

The shop is now opening on Saturdays, too, so there will be no excuse for not popping in, and testing Free Fall and Crazy Tracer for yourself.

DESIGNER OF THE MONTH

Name	Matt Newman
Game	Fortress
Born	Dorset 1968

Matt Newman is the typical stereotype of a young computer whizz-kid who has made himself a fortune writing games.

Only 16 years of age, Matt is still studying for his O levels but he has already become a rich man. He is too reticent to reveal how much money he has earned from programming Fortress '50 for the BBC computer, and only coyly mentioned, "I have earnt more money this year than any of my teachers could hope to. They would be furious if they knew."

Matt is already a veteran programmer, having had two games programs published by Pace and Micro Power. Both were quite well received, but Fortress has already proved itself to be his most successful project to date.

At the moment, Matt is taking a well earned break from writing, but he hopes to start on a brand new game as soon as he's finished his exams.

I asked him how his friends had reacted to this new-found wealth. "They are all very interested in my work. I don't think any of them are jealous of my success," he replied. "The money certainly won't change me. I just want to stay the way I am."

Favourite Food: Ice cream covered in crushed Mars bars.

Favourite Drink: I quite like Martini, but coke and orange juice is my favourite.

Favourite TV Programme: Danger Mouse.

Favourite Computer Game: Planetoids, by Acornsoft.

Countries Visited: France, Germany, Belgium and Holland, among others.

Pets: A goldfish, an eel, two tortoises and an eight year old brother.

Ambitions: To be able to get involved in computer research and development.

Favourite Bands or Groups: Genesis, The Doors and Pink Floyd.

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R·E·V·I·E·W·S

Just in case you've forgotten how our team of games experts judge the games we review on these pages, you will find a brief description of each category in what follows.

1 FORTRESS

MACHINE: BBC
SUPPLIER: Pace Software
PRICE: £8.95 cassette
£11.95 disc

The BBC computer seemed to me to be going through a very bad patch over the last few months.

The flow of games had been reduced to a trickle of mediocre software, with most companies directing their efforts towards Spectrum and CBM '64 products.

Although the trend for further reductions in releases for the BBC doesn't look likely to be reversed there are a few exceptional games for the computer — if you look hard enough.

Fortress is definitely one game that earns that distinction. Even though it's not an original idea, it more than equals the original version of Zaxxon.

Anyone who has seen the arcade game will know that any game that even comes close to capturing the addictive quality and stunning graphics on a home computer is quite a feat.

All the game's original features are there and the sound effects, generally very poor in BBC software, are reproduced faithfully which is very impressive.

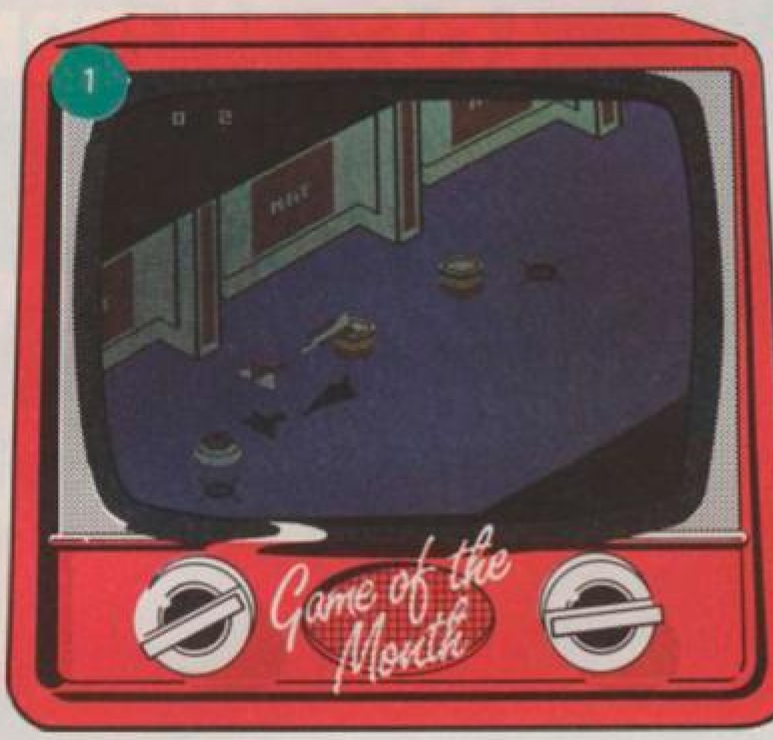
I have only two small criticisms to make of the game.

First, it is a little difficult to control using the keyboard, but I suppose it's only to be expected with a game of its type.

Second, the fuel supply runs out far too quickly and you ditch into the sea all too often without noticing that your 30 seconds of fuel have disappeared which interrupts the action somewhat.

Apart from these two points, the game is certainly streets ahead of most BBC shoot-'em-ups and deserves a place in any self-respecting software collection.

• **Getting started**	8
• **Graphics**	9
• **Value**	9
• **Playability**	8



CITY ATTAK

MACHINE: CBM 64
SUPPLIER: K-tel
PRICE: £6.95

You may be forgiven for thinking that Space Invaders was dead and buried under piles of alien corpses. But you were wrong! The invaders are back — and twice as mean — on the Commodore 64.

K-tel's latest release for this increasingly popular micro is called City Attak and combines the challenge of that old favourite with a few nice new twists.

You control a city defence ship patrolling the skies above a city — depicted in nicely drawn graphics. The cityscape scrolls along beneath you and all is peaceful until the aliens appear!

Two rows of the little nasties are on the move toward your base back in the city centre. Can you stop them before they reach Mission Control and destroy it?

Wave after wave of the aliens come at you so it's one of those games you can never win — but enjoyable despite that!

The twists I was talking about come in the form of Urban Commandos who race along the city streets intent on invading Mission Control. You can stop them by hovering overhead and dropping bombs on them as they run — an extremely satisfying pastime if you manage to take out an entire troop.

Another twist which is not quite so easily dealt with is the nasty Neutron Mass which rolls along at ground level guided by a small red fireball. This can only be destroyed by a direct hit to the centre from above. Not as difficult as its sounds — but the earlier you hit the mass and the more times you manage this feat, the greater your score.

If you miss the mass and allow it to reach your base — well, there's not much left of it afterwards.

The game is very playable — but I'm not sure about its lasting appeal to the seasoned victims of many alien assaults. Having said that, if you are the proud owner of a 64 and want an invader-type game, then you could do worse than shell out £6.95 for City Attak from K-tel.

• **Getting started**	6
• **Graphics**	7
• **Value**	7
• **Playability**	7

AD ASTRA

MACHINE: Spectrum
SUPPLIER: Gargoyle
PRICE: £5.95

Ad Astra will really scorch the keyboard off your Spectrum.

There's nothing new here to speak of. Your spaceship flies through space, encounters aliens, battle ensues. You know the plot backwards.

What is special about Ad Astra is the quality of the graphics and the speed of the action.

If you've ever seen the arcade games Galaga or Gyruss, then you'll know what I mean by a super fast shoot-'em-up.

Ad Astra is similar to Gyruss in that the ship moves through a slightly curving plane as it dodges the oncoming planets and takes pot shots at the aliens.

The first attack wave features some very impressive planets which spin towards you revealing the details of the craters when they are at close range. You can't shoot these but have to dodge in and out of them — no easy task in the bulky Deep Space Patrol.

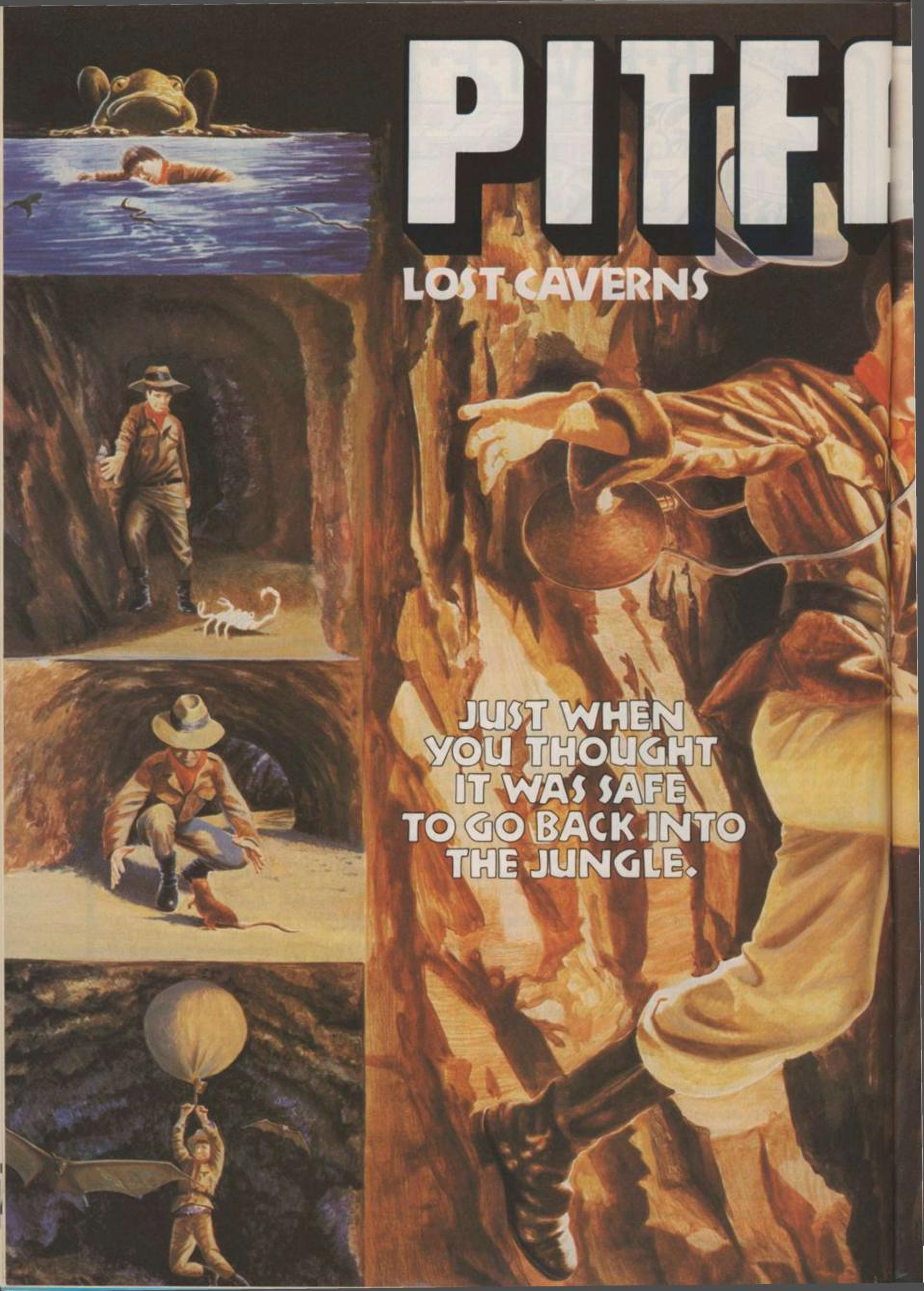
This is one of those games where you want to get onto the next wave, then the next and the next to see how long you can survive and to see how much you can see.

Another nice touch is the laser fire which has an authentic trajectory pursuing a razor-sharp line until it disappears into deepest space.

Just one gripe: the alien laser fire was difficult to spot amongst the distant stars — no game for the short-sighted this.

This game deserves to do well. If you want a plain and simple space shoot-'em-up for your Spectrum, you won't find anything better than Ad Astra.

• **Getting started**	8
• **Graphics**	8
• **Value**	8
• **Playability**	8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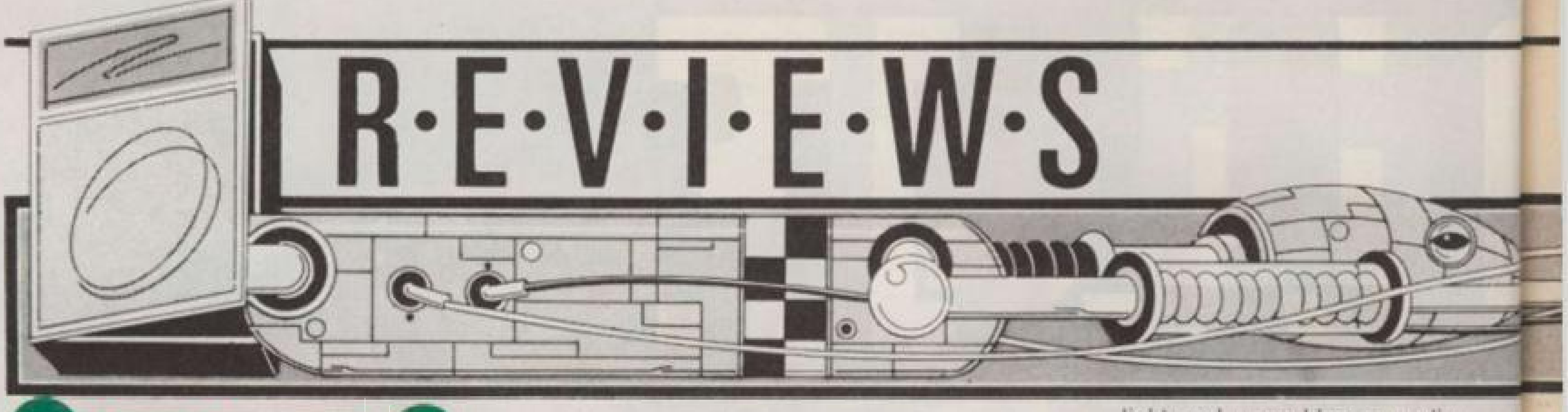


R·E·V·I·E·W·S

PSYTRON

MACHINE: Spectrum
SUPPLIER: Digital Integration
PRICE: £7.95

Strategy games seem to be catching on at the moment. Stonkers has been selling well and now Beyond Software hopes to emulate Imagine's success with their latest, Pystron. Although this is another arcade/strategy game, it's nothing like Stonkers — thankfully.

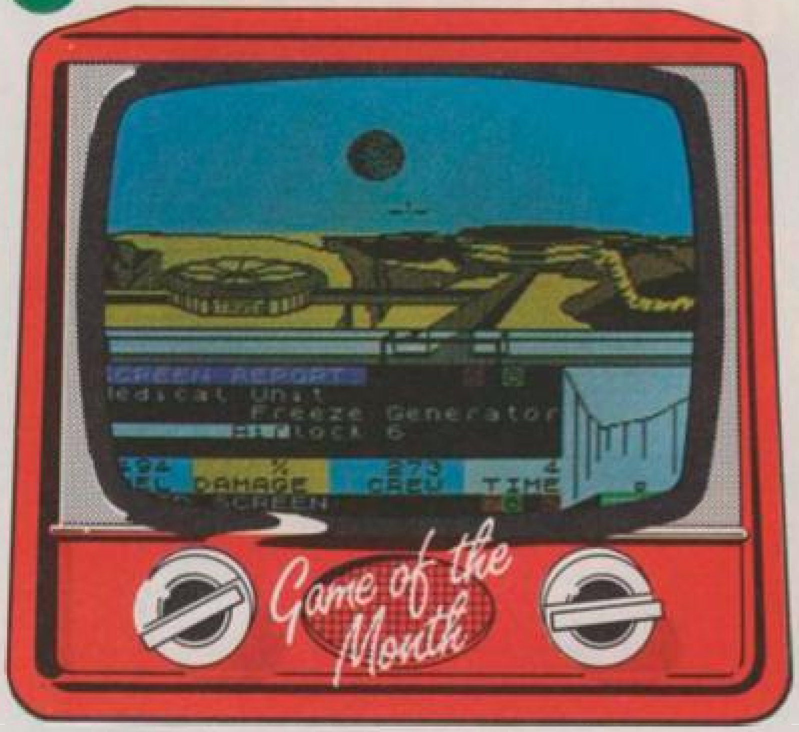
Psytron itself is the defence system of the Betula 5 installation. The Psytron scans for oncoming intruders, tracks down potential saboteurs and generally makes the world a safer place in which to live.

During the game, you take on the rôle of the Psytron and your objective is to survive the oncoming attacks. A lot of strategic planning is involved and a game can take quite a long time to play.

It's not words-only, it's graphics based, and very impressive they are too. The installation can be viewed from 10 different viewpoints and the graphic representation on each is superb. Only two colours are used, but this is the only possible way round the Spectrum's limit on colour resolution.

There are six levels to the game and the idea is to survive for a certain amount of time at each level while also achieving a sufficiently high score. You can't progress to a level until you have succeeded at the one before it. Because of this, and to save experienced players having to complete the early levels each time they play the game, you can save scores to tape and continue with the same game another day. In fact, you can save the five highest scores so far, so you can select your best efforts.

Level one is fairly straightforward. As controller of the Pursuit Droid on a mission from the Psytron, you must seek and destroy the alien saboteurs



which are being beamed down into the installation's service tunnels in the airlocks. You can see the three-legged aliens crawling through the tunnels on the main screen and you're also given a close-up view of the area in a small window in a corner. By level four, you will have to send in repair crews to patch up the damage caused.

Level two has you patrolling the skies above. The game still takes place on the same set of graphics screens, but uses a different area. Your ultimate objective again is accurate firing and surviving for a certain fixed time limit.

Level six, the final conflict, asks you to survive for an hour. Achieving this goal has two advantages. First, you can tell your friends that you've just finished level six of Psytron. Second, if they're not suitably impressed, then tell them that you now qualify to win a QL if you're the first to have finished the game. This really will make them green.

If you're a fan of this type of game, then you'll love Psytron. It's certainly complicated and you'll have to come back to it quite often if you've any chance of winning the QL, (let's just hope that Clive can actually deliver the goods before someone wins it.)

All the normal features are here — sound effects and joystick options. The 20-page manual tells you almost everything you need to know, but is let down by some awful grammar and spelling. The important facts are correct, though.

It's well worth the £9.95 asking price, but — be warned — it's not a game which you can conquer in a single sitting.

• **Getting started**	6
• **Graphics**	9
• **Value**	8
• **Playability**	7

INVASION FORCE

MACHINE: Spectrum 48k
SUPPLIER: Micromania
PRICE: £6.95

I was a little sceptical about the Stack Light Rifle. After all, most early TV games had them and they weren't a big hit them, so why now?

After using it for a few minutes, though, I couldn't help wondering why it had taken so long for it to appear for a home computer. The rifle itself is quite light and resembles an ordinary plastic toy gun. It comes with a demonstration tape but we decided to review it, together with an independently produced game from Micromania called Invasion Force.

Invaion Force is based loosely around a 'Missile Command' idea but, instead of lines of incoming missiles, you must shoot a large range of alien creatures while protecting your six cities at the bottom of the screen.

I had a little trouble to start with — nothing seemed to happen when I pulled the trigger — but after turning the contrast on the telly right up, everything was fine and the gun and software worked perfectly.

Although the rifle is quite light, after about half an hour hour shoulder will ache like hell. Aiming at the screen for long periods also takes its toll on weary eyes — so be warned.

The game, although fairly basic, was enjoyable but the graphics are only of average standard for the Spectrum.

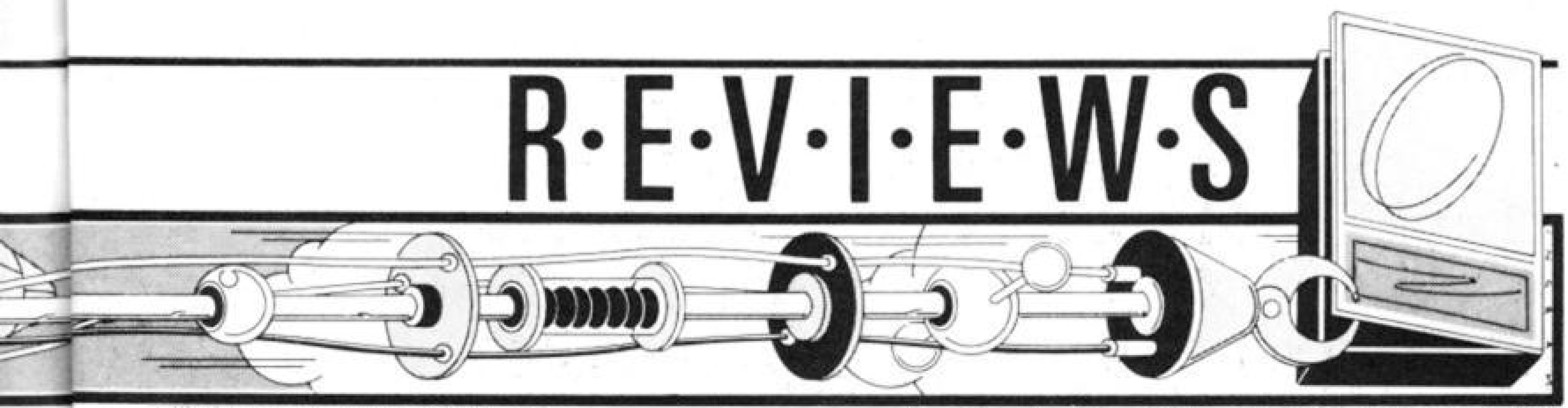
• **Getting started**	8
• **Graphics**	4
• **Value**	7
• **Playability**	7

FIGHTER PILOT

MACHINE: Spectrum 48k
SUPPLIER: Digital Integration
PRICE: £7.95

Flight simulations have proved increasingly popular over the last few months as software houses have come to realise that many games ers want something more ulating than the traditional shoot-'em-up.

Fighter Pilot is one of several simulations now on the market and is a flight simulation of an F15 Eagle — as USAF fighter jet. The game includes several options such as Landing Practice, Flying Training, Blind Landing, Air-to-Air Combat Practice and Air-to-Air Combat — a wide range of choices that



R·E·V·I·E·W·S

will give you some idea of the intricacies of flying a fighter jet.

Sitting in the cockpit, you've got an incredibly detailed and impressive flight panel in front of you which takes up approximately one quarter of the screen. This is your bible — a watchful eye must be kept on all dials at all times if you're to remain airborne.

There is no landscape to speak of — the screen is divided into blue and yellow depicting the air and ground.

However, you won't have much time to look at the landscape. All your concentration needs to be on your altitude, speed, artificial horizon and radar settings, as you juggle with the controls to keep on a steady flight path and on the right bearing.

Air-to-air combat is probably the most difficult of the options, but at least you're given the chance at a few practice runs before you set out to engage a hostile enemy.

As soon as enemy aircraft are in your vicinity, a lightning symbol will flash and it's time to switch to Combat Mode which activates your guns and shows your ammunition status.

After playing around with Fighter Pilot for about 10 minutes, I realised that it would take a considerable length of time to become reasonably proficient at the game. I was also surprised at how addictive a flight simulation could be.

Fighter Pilot is available for the 48k Spectrum and I played it using the keyboard, although a joystick option is available.

The controls are extremely sensitive and it takes a while before you are able to fly in a straight line at a set altitude bank and turn the craft.

One you have mastered the controls, you can go onto the more difficult options like a Blind Landing and Air-to-Air Combat.

• **Getting started**	**8**
• **Graphics**	**4**
• **Value**	**7**
• **Playability**	**7**

BC BILL

MACHINE: CBM 64
SUPPLIER: Imagine
PRICE: £3.95

If I told you Imagine's new game for the Commodore 64 was a million years behind every other computer game I had ever seen, you could be forgiven for thinking it was a scathing criticism. In fact, it's quite a compliment.

BC Bill is the story of a young caveman trying to make an honest living in a harsh world full of dinosaurs, flying reptiles and nagging wives.

Armed with a wooden club, Bill roams the countryside outside his cave looking for some food to whack over the head. For a caveman, his diet seems remarkably modern and includes hamburgers, sausages and crinkle cut chips.

Once he has clubbed the food, he drags it back to the cave to feed his wife and the growing army of children. If Bill doesn't produce enough food to go round, his wife will leave him without hesitation to find someone better to live with.

But if things are going well and all the children have been fed, Bill's not the least bit shy of dragging any cavewoman he finds back to his cave. But no amount of Bill's charm will entice her to stay if he hasn't collected enough of her favourite hamburgers!

Bill's progress is hampered by a convoy of dinosaurs thundering past his cave. If he is wise, he'll stay out of their way but occasionally he will pluck up enough courage to sneak up behind a Tyrannosaurus Rex and try to kill it.

The game has some nice touches, including the changing seasons - for instance, it is more difficult to survive during the bleak winter months. Also a pterodactyl takes the role of a prehistoric stork by dropping babies into the cave.

The game's originality is matched if not bettered by the graphics. The character of Bill actually looks like a stocky caveman dressed in animal skins and the whole game has a cartoon image rather than the crude jerky graphics we've all seen too many times.

BC Bill couldn't be more different from Arcadia, but I'm sure Imagine are heading for just as big a success with BC Bill, especially with a super low price of £3.95.

• **Getting started**	**9**
• **Graphics**	**9**
• **Value**	**9**
• **Playability**	**8**

HARD HAT MACK

MACHINE: CBM 64
SUPPLIER: Centresoft
PRICE: £30.00

"Ahh, not another climbing game!", I screamed when the disc version of Hard Hat Mack was discreetly dropped on my desk by the Editor, who, luckily for him, rapidly disappeared back into his office, leaving me to contemplate suicide or at least resignation.

But, even I can be surprised. Hard Hat Mack certainly contains enough surprises to have even the most jaded Donkey Kong player cooing with admiration and praise. The game includes all the ingredients that are vital for a climbing game, but has so many added features, inventive twists and original and refreshing ideas that the game has an extra dimension which sets it apart from any I have seen before.

Hard Hat Mack, as the name suggests, is set on an unfinished construction site. You play the part of a hard hat trying to finish the work on a skyscraper by placing small girders in the numerous holes and riveting them into place.

In the second level you have to collect all the tool-boxes that are lying around the site. You will have to negotiate conveyor belts, weak girders and huge magnets before all the equipment has been collected.

The third level proves even more difficult for the hard working Mack who must get hold of the steel blocks and drop them through the girders into the riveting machine. But you'll have to avoid falling into the machine or running into the exposed wiring hanging from the ceiling if you want to complete the building.

Even getting across the screen is made tricky by gaps in the steel girders. The only way to move from one side to the other is to jump on the top of the two springboards and bounce over to the other side.

You're all thinking that this sounds just too good to be true and there must be a catch somewhere. Well, you're right, there is one small problem — it costs £30.

• **Getting started**	**8**
• **Graphics**	**9**
• **Value**	**5**
• **Playability**	**9**

NIGHT GUNNER

MACHINE: Spectrum
SUPPLIER: Digital Integration
PRICE: £6.95

Having played Digital Integration's first flying game, Fighter Pilot, I was expecting the second, Night Gunner, to be quite similar to its widely successful predecessor. But the only thing the two games have in common is they are both set aboard aeroplanes.

In the game, you take on the duties of a rear gunner, perched at the back of a fighter bomber, shooting at enemy jets and bombing fuel dumps and military bases on the ground.

You control a sight which you use to home in on planes and reconnaissance balloons that are circling your plane. My main criticism of the game is that the keys are placed in such awkward positions, it's almost impossible to play it without a joystick, or three pairs of hands, so control of the sight is difficult.

The game's fast graphics

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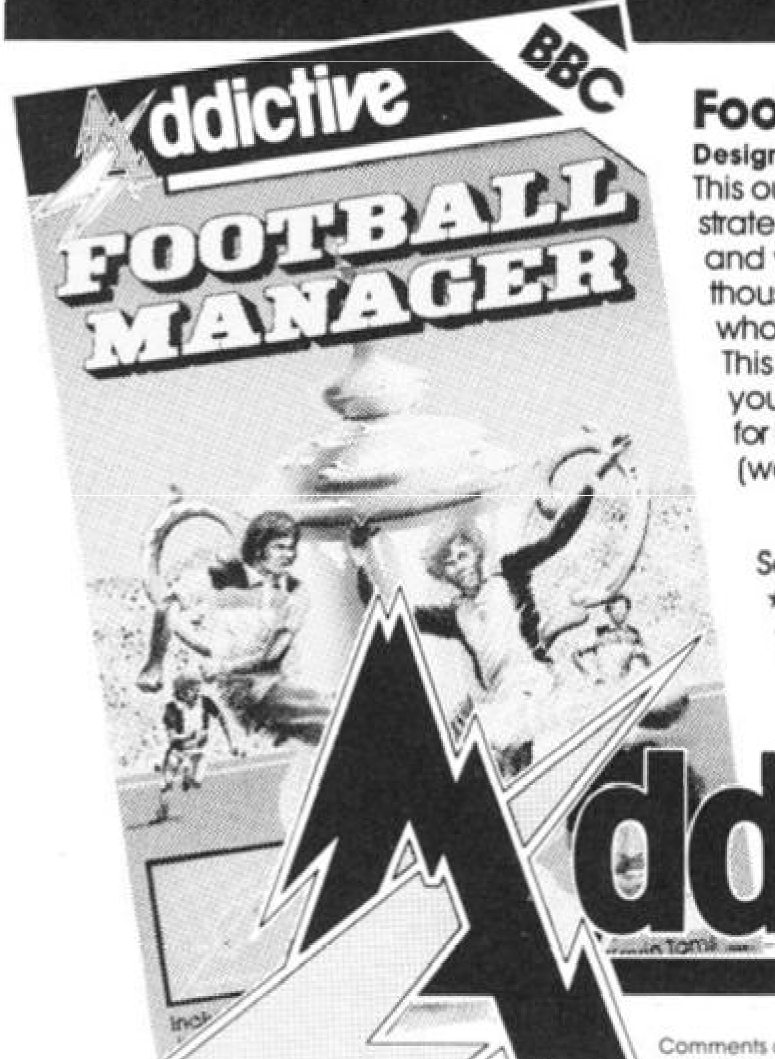

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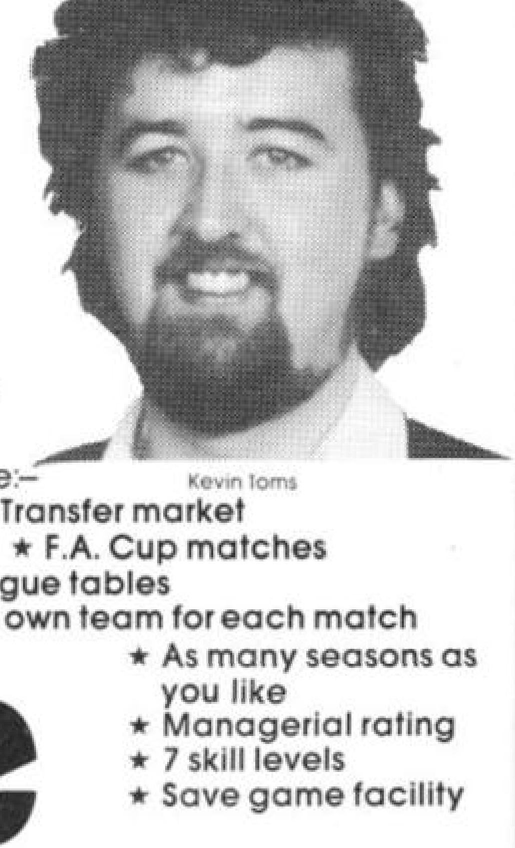

Kevin Toms

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Addictive

* ZX81 Chart
Home Computing Weekly 21 2 84

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Comments about the game from press and our customers

"FOOTBALL MANAGER is the best game I have yet seen on the Spectrum and my personal favourite of all the games on any micro ... To the ordinary person it is an excellent view of what can be done in the field of computer games ... The crowning glory of this game is the short set pieces of match highlights which show little stick men running around a pitch, shooting, defending and scoring ... It is a compulsive game but people who cannot take game sessions of 9 hours or so, which happened on one happy Sunday, will be grateful to know that there is a 'save to tape' option. FOOTBALL MANAGER has everything it could ... The originator, Addictive Games, certainly deserve the name." Rating: 19/20 (Practical Computing – August 1983).

"When I first received this game I spent the best part of the weekend playing it. Since then I have returned to it more often than any other. The truly addictive quality of this game is the remarkable way it mirrors the real football manager's problems ... "(Personal Computer Games – Summer 1983)

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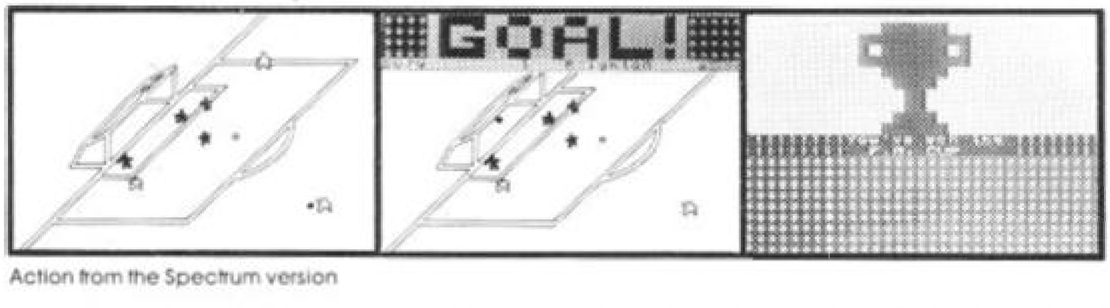

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Software
R·E·V·I·E·W·S

Getting started: This not only covers how easy it is to load the game, but also how good the instructions on the cassette inlay are. A low mark means the game takes ages to load and the manufacturer hasn't bothered to tell you just what that fuzzy green thing in the corner of the screen is!

more than make up for difficulties I had playing the game for the first half hour. And I'm sure anybody who is lucky enough to have a joystick won't have very many complaints.

Each of the three missions are completely different graphically and tactically. The first obstacle you will have to overcome is the enemy's air defences of jet planes and balloons. The second mission is a low level bombing run over the countryside, and the third and final mission is a blind bombing raid at 20,000 ft.

The display also flashes warning messages from the pilot detailing the damage the plane has incurred and the likelihood of it blowing up and crashing to the ground.

Keeping an eye on the information from the pilot and trying to concentrate on actually bombing the targets takes some time to master, but it's definitely worth it!

Night Gunner is an interesting and enjoyable follow-on from Fighter Pilot, but don't expect the game to be similar, because it's nothing of the kind.

• Getting started	6
• Graphics	8
• Value	8
• Playability	7

SLURPY

MACHINE: CBM 64
SUPPLIER: Creative Sparks
PRICE: £7.95

Table manners are the order of the day in this game — or rather the lack of them.

Gliding round the screen, you have to slurp up various objects which appear. However, some of them are poisonous, in which case you only have a second to spit them out.

The central character is Slurpy, a Q*bert lookalike. His language may have been cleaned up, but his eating habits are appalling. He must travel round the screen, helped by the fast-reacting joystick-finger of the player.

The game is set in a cave where small blue and red pills bounce around, happily minding their own Pac-Man-like business.

But here's where the similarity to other games ends. You have to go round eating the pills by touching them with the glittering force-field which extends in front of Slurpy's nose.

If they're blue, then all's OK. If they're red, this means poison, and they must be rejected from the body before they reach the stomach. You must spit them out by pressing the fire button on the joystick.

But if you think that's all there is to this game, then you'd be wrong.

In addition to the pills, or Glowbugs as they're officially known, there are various other undesirables wandering the cave.

On higher levels there are more of them, but even on early levels you'll encounter scorpions, blinking eyes and more. All of those can be slurped up, provided that they're blue and not red.

At the base of the cave is a row of eggs. If these are touched by one of the aliens, then they'll hatch and more meanies will be born.

All the action takes place against the clock; stay in the cave too long and it'll start to cave (sorry!) in. The screen shakes and pieces of rock start falling from the roof. If you manage to get out in time, then all's well. If you don't, then chances are you'll be hit by a piece of falling debris.

The vortex in front of Slurpy's nose is the only part of his body allowed to come into contact with his food. — if anything except a glowbug touches his body, he'll lose one of his three lives.

I think this game's great. There are remnants of other hit games in there, but the overall theme is different enough not to be called a rip-off.

The game uses joystick control, but I found it hard to control Slurpy at times. With perseverance, though, I managed to reach screen five.

Slurpy is from Creative Sparks, the new software division of Thorn EMI. This makes you feel more like you're buying a computer game and less like you're getting a fridge or dishwasher.

• Getting started	9
• Graphics	8
• Value	8
• Playability	7

JAMMIN'

MACHINE: CBM 64
SUPPLIER: Task Set
PRICE: £6.90

Life really is hard in the music business.

In order to reach number one, Rankin' Rodney must negotiate all 20 screens of the game. Each screen corresponds to one position in the chart, so the first screen which you encounter is number twenty and the final barrier is number one itself.

The idea is to collect the musical instruments which are dotted around the screens. There are also 'bum notes' (a musical term) in there as well, which must be avoided.

There are also patches of distortion (another musical term, though more polite) which will do serious damage to Rodney's health.

Although the idea of the game is great, it's let down badly by being totally unplayable. Rankin' Rodney dances about the multi-coloured mazes, but can only walk on one colour at a time. So if he's on a blue square and wants to hop to collect an instrument on an orange square, he'll need to change colour.

To do this he must jump on to one of the multi-coloured triangles which will change him to a random colour.

This method is far from satisfactory. Moving round the maze is too complicated and the game plays more like a strategy puzzle than an arcade game.

As one book reviewer said, once I put this down I couldn't bear to pick it up again.

The music's good, though. Each screen plays a different tune and the rhythm is really strong. The cassette claims to exploit the 64's sound to the limit, which is true. It's a shame, then, that the game is so poor.

The facilities are all there — you can choose which screen you want to start playing from and you can also save the high score table to cassette, which is something I've not seen before.

All in all, a pretty boring game. If you only want to sit and listen to the music, then it's worth the £6.90 from Task Set.

If you're after a decent game for your Commodore 64, though, you'll have to look elsewhere.

• Getting started	8
• Graphics	7
• Value	5
• Playability	3

ESKIMO EDDIE

MACHINE: Spectrum
SUPPLIER: Ocean
PRICE: £5.90

Pengo has successfully made its debut into the home computer market over the last few months. With several versions of the game already on the streets, I wondered what was in store with Eskimo Eddie.

Featuring Percy the Penguin, polar bears and snowbugs, it just had to be set in the frozen wastes of the arctic.

Eddie, warmly wrapped up in a hooded parka has to trundle across the paths of two polar bears and whizzing icebergs to rescue Percy the Penguin who's stuck at the top of the screen. This level is played in Frogger style with the polar bears and

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R·E·V·I·E·W·S

Software
ZX CRAM

Graphics: Are they really as mind-blowing as the adverts say they are? Does the screen scroll effectively? Do those aliens really leap out of the screen at you? This is how this category is judged.

Value: Is the game really worth all those pennies? How long will its attraction last?

icebergs moving across the screen from both sides at varying speeds. Percy has to be rescued three times to get to the next level.

Graphically, this first screen isn't very impressive and contains almost no colour. However, the polar bears are excellent — they look as if they've just stepped off a glacier mint!

Eskimo Eddie takes a bow and departs at this point. You're left alone to escape the snowbugs who resemble little Pac-Men. Unfortunately for Percy, they have an insatiable appetite for penguins and he he has to work very hard to escape from and kill these little yellow monsters by squashing them with blocks of ice. However, don't relax — each succeeding level gets harder.

I know the Arctic isn't a very colourful place being, for the most part, covered in white! However, I do feel that more colour could have been used throughout the game. The title page is excellent, graphically exciting and more colourful than the game itself.

• Getting started	9
• Graphics	9
• Value	9
• Playability	8

3 ORANGE SQUASH

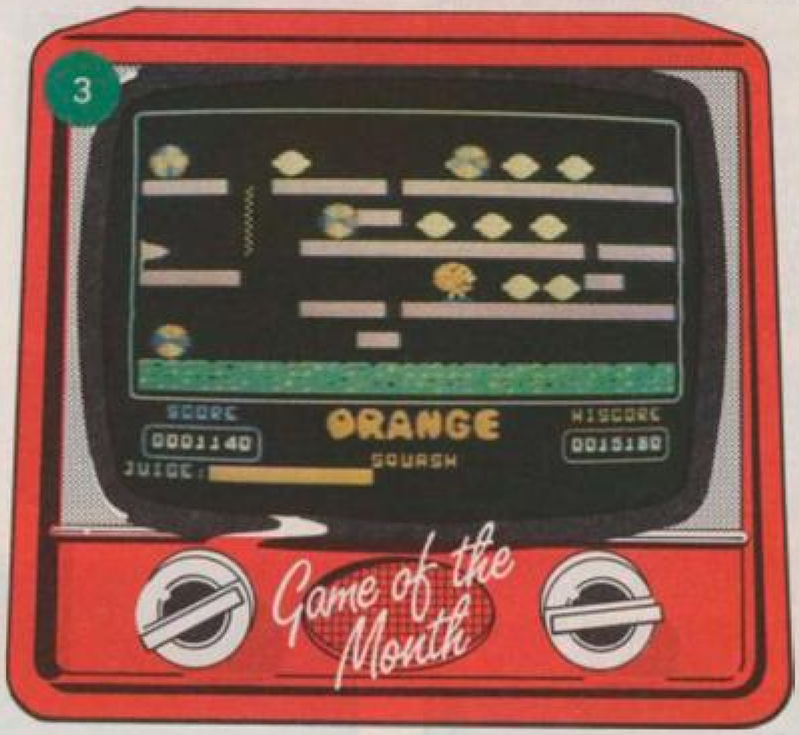
MACHINE: CBM 64
SUPPLIER: Merlin
PRICE: £6.95 cassette
£8.95 disc

Orange squash is very nice on a hot day and Orange Juice sounds great on your record player, but the juicy fruit flunks out on your computer.

Orange Squash from Merlin Software is almost a good game — pretty graphics, lots of screens, but impossible to play.

The game is a Manic Miner-style climbing game in which you control a cute little orange called Oswald.

As Oswald hops his way to that great orange tree in the sky, he has to deal with several nasties with the customary zany names.



The sparkling wits, or should I say twits, at Merlin seem to think that calling certain of the nasties things like Eugene's balls and the Awesome Camels is hilariously funny. It may be to a minority of people in the software business, but it is meaningless to just about everybody else.

Screen one features the Rollerballs which Oswald has to shoot as he climbs the platforms collecting the lemons. To get onto the Awesome Camels on the next screen, he has to touch a flat at the top of the screen.

Although this sounds like a fairly simple climbing game, in practice it is nothing of the sort. Oswald moves far too slowly. It takes several seconds to get to where he makes his first platform hop — which is intensely irritating at the beginning of each new game.

Jumping from level to level is also a bit of a hit or miss business — more to do with luck than skill — and just far too difficult.

• Getting started	5
• Graphics	8
• Value	5
• Playability	4

TRAFALGAR

MACHINE: BBC
SUPPLIER: Squirrel
PRICE: £8.00

Shiver me timbers! Those Frenchies are at it again. Not only do they want to stop our lamb getting across the channel, they are also determined to actually win the Battle of Trafalgar — well, the computer moderated re-match of this famous battle anyway!

Squirrel Software of Manchester have come up with a neat reconstruction of Admiral Lord Nelson's most famous encounter with the French fleet for the BBC B. You can play the computer or take on a friend in this reconstruction of the historic event.

The game begins with a screenful of sea — showing the positions of the fleets. You can manoeuvre your ships using the shift key — which creates a random movement of the opposing ships.

Some strategy comes in here. You can tell the size of each ship by the number of masts it has and some larger ships have more cannon than smaller ones. Don't stand up against a massive heavily armed French frigate with a smaller, not so well armed ship, otherwise you could be in trouble.

Once you've sorted out the dangerous ships, you can go into battle. Choose an encounter by watching a pointer which scrolls down the side of the screen — you can stop it by using the space bar. When you press one of the fire keys, the display changes and you'll see two ships facing each other across the waves.

Below the ships there is a useful display showing the number of cannons on each ship, the wind speed, which affects the flight of your cannon-balls and the trajectory of your cannons.

The wind speed keeps changing so you'll have to be quite quick altering your aim to blast the enemy ships. These encounters *continue until all your* enemy ships have been destroyed — or your own fleet is on the bottom of the ocean!

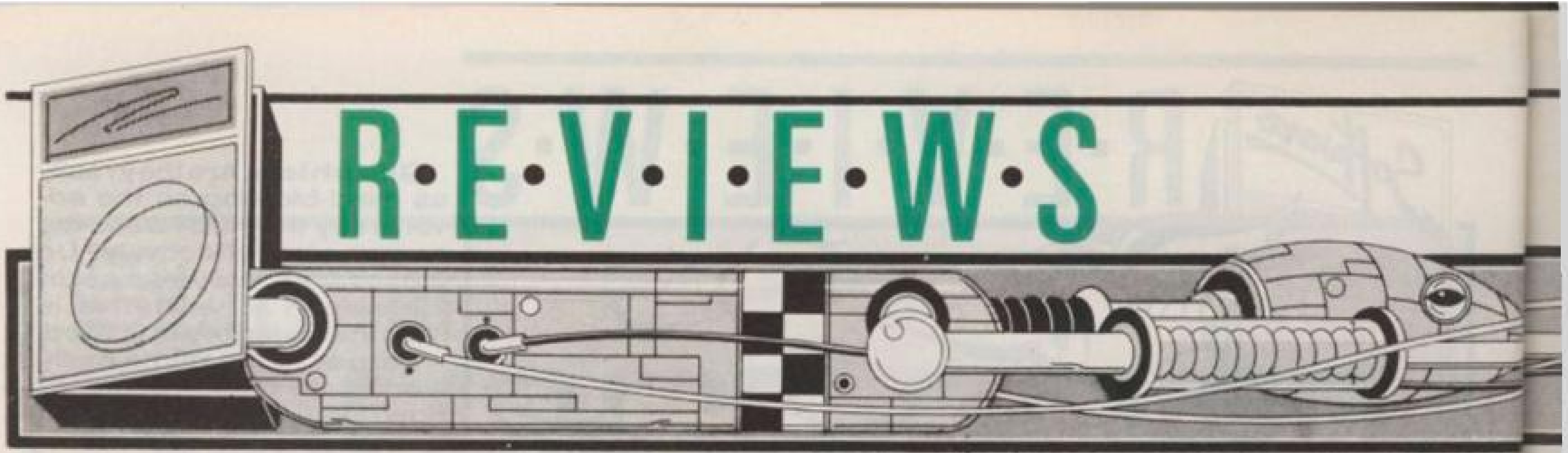
The game doesn't make the most of the Beeb's animation capabilities, but the graphics are quite good and the exploding ships are extremely satisfying.

You have tens ships to play with and can add to your total by capturing enemy ships. The winner is the Admiral with all his ships still seaworthy.

As I've already mentioned, the graphics don't really make use of the BBC's capabilities — but all the same Trafalgar is a good combination of arcade action and strategy which will while away some rainy Sunday afternoons quite happily. A game for the younger wargame addict.

However, I've got one major criticism. There are no printed instructions included in the packaging! With a complex game such as this, it's just not good enough to have the instructions displayed before each game starts. A big slap on the wrist, Squirrel!

• Getting started	3
• Graphics	7
• Value	7
• Playability	7



R·E·V·I·E·W·S

4 JCB DIGGER

MACHINE: BBC
SUPPLIER: Acornsoft
PRICE: £9.95 cassette
£11.50 disc

Amid flags, badges, specially-made JCB ashtrays and a performing excavator outside, Acornsoft launched long-awaited JCB Digger last month.

The intention to write this game was announced almost before the launch of the BBC micro itself. Unfortunately, the wait hasn't been worthwhile.

The game was conceived by JC Bamford, makers of excavators and the like. They approached Acornsoft, suggesting that a game be produced to act as publicity for both companies. One of the main conditions of the agreement was that the digger would not actually be destroyed during the game.

The image of the indestructable machine would not be helped much if a couple of meanies came and blew it up! So they needed a different way of introducing those meanies, and came up with the idea of them taking over the driving seat and driving the machine away.

The game puts you at the controls of a JCB digger and your job is to clear the small island, on which you stand, of undergrowth and stony ground. Simply driving the vehicle over the area in question will clear the path.

To make things difficult, there are the meanies. If one touches you, then it'll forcibly evict you from the driver's cab and go off for a joyride.

Your defence is to push the aliens into the lake or sea which, as the game is set on an island, is not too hard to find. Alternatively you can dig a hole and hope that a meany will eventually be short-sighted enough to walk into it.

Although the idea of the game is great, the program is far from perfect. The four-directional scrolling makes the screen flicker badly, which is particularly noticeable when moving up and down.

Control is via a joystick or the keyboard and response from the controls is sluggish and inaccurate. I also found that the digger frequently refused to pick anything up, even though I was driving straight across it which was very frustrating.

This is not the best game for the BBC, and I wouldn't recommend it, but if you're still intent on getting a copy, then your local dealer will be happy to oblige.

A real JCB digger costs £24,000, while the program is comparatively cheaper at £9.95 on cassette or on disk for an extra £1.55.

• **Getting started**	8
• **Graphics**	7
• **Value**	7
• **Playability**	6

5 EAGLE

MACHINE: BBC
SUPPLIER: Salamander
PRICE: £7.95

Eagle by Salamander Software is a glorified lunar lander game for the BBC.

If you've never landed a lunar, the idea of the game is very simple. You control a craft descending through numerous levels — avoiding the nasties.

Eagle has five levels and also challenges you to collect pods to score points as you descend through the Moons of Thrug.

The graphics are pretty on the first screen as you dodge in and out of the blue, floating asteroids.

You are also racing against time as your fuel will not last forever unless you touch each and every pod on your way down.

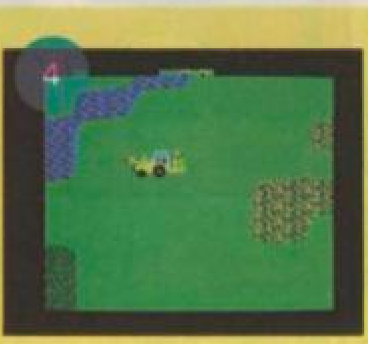
Key control in this game is quite fun as you have a thrust button which enables you to hovver and then slowly move forward.

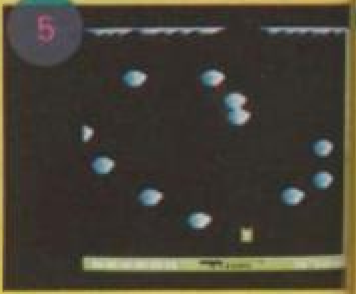
Careful control of the thrust button is vital in Eagle if you are to avoid being buffeted around the screen like a ball bearing in a pinball machine.

Though not the most original game ever to emerge from the Salamander stable, it is surprisingly addictive.

The game provides plenty of opportunity for deploying various strategies and you will find it difficult to put down until you have got to the bottom.

• **Getting started**	7
• **Graphics**	6
• **Value**	6
• **Playability**	6





6 AVIATOR

MACHINE: BBC
SUPPLIER: Acornsoft
PRICE: £14.95 cassette
£17.65 disc

BBC owners can now take the controls of a Spitfire, courtesy of Acornsoft.

Aviator, launched this month, is the company's first flight simulator for the machine.

It was decided to go for a Spitfire, as opposed to a passenger craft, as the former allows you to perform aerobatics and special movements. Lowering a 747 Jumbo to five feet and flying under a bridge is not easy.

The game is set in its own three-dimensional world, 15 miles square. Although the scene is chiefly barren desert, there's a river, complete with bridge, and also a small town called Acornsville.

At the start of the game, you have a pilot's eye view of the runway. The screen is split — the lower half being the dashboard and the upper half the view from the cockpit.

The dashboard gives you a reading for air speed, height, rate of climb, rudder and joystick position etc., and also a radar screen showing the plane's position relative to the rest of the world.

Initially, you are positioned at the start of the runway and are ready for take off. As the fuel tanks are automatically filled, apply full throttle and turn on the engine.

At this point, the sound effects start. The engine sound is very realistic and changes in volume and pitch, depending on which manoeuvre you happen to be performing at the time.

Handling is excellent, though at low speeds, the joystick (you can also use the keyboard) feels sluggish and the craft is slow to respond.

Although you can simply fly around notching up air time, the program also awards points for special skills. There's a bridge to

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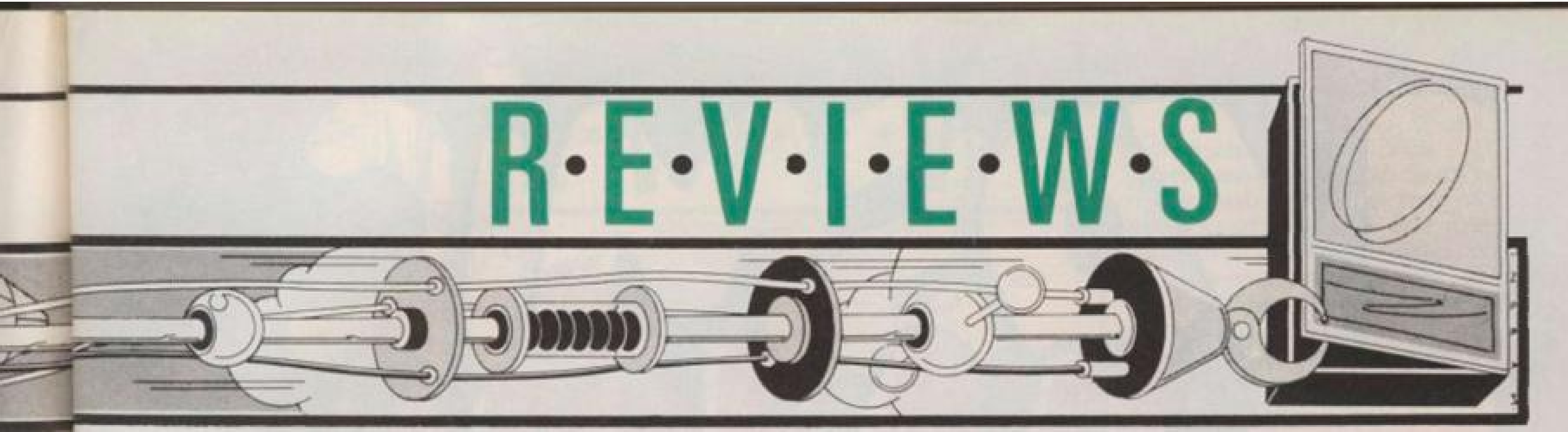
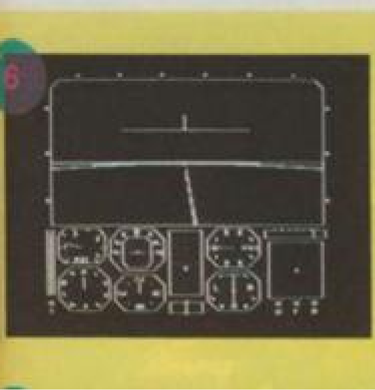


fly under and the town of Acornsville to negotiate.

Approaching the town, you realise the full extent of the superb graphics. At first, the entire town is just a small dot on the artificial horizon, but as you approach, it becomes a number of dots — one for each building. Then, as you get closer still, you can distinguish between the buildings. Come too close and you'll crash into the building; fly between them and you can score points.

This is one of the best flight simulators I've seen. The display uses no colour, but this is no real drawback. Handling is good and, once you get the hand of the controls, flying is not too difficult.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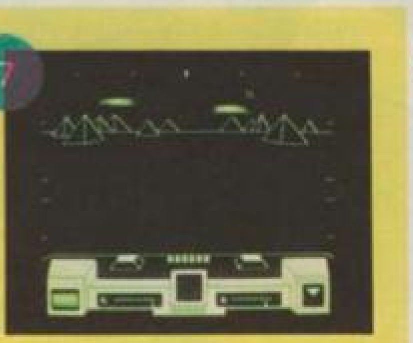
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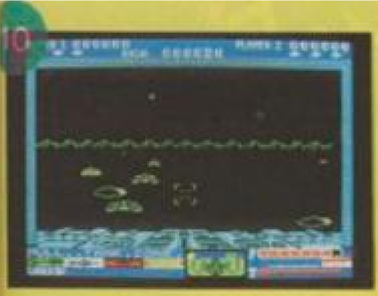
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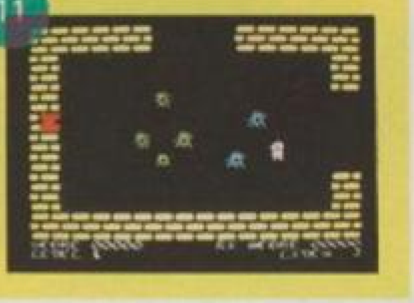
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The game comes with a map, keyboard chart and a 28-page flying manual. This is very well written and explains all the controls. Although not written in technospeak, there are a couple of advanced sections, but you don't have to read them.

Joystick control is slightly easier than using the keyboard, but you'll have to use a joystick without self-centring.

• **Getting started**	**8**
• **Graphics**	**8**
• **Value**	**8**
• **Playability**	**8**

7 3D TANK

MACHINE: BBC
SUPPLIER: Dynabyte
PRICE: £7.95

3D Tank Battle, as most of you can guess, is very similar to Battle Zone, an arcade game that had a limited success in the arcades, but which never became widely successful.

Tank Battle's screen layout resembles the original by using white, three dimension vector graphics line drawings on the familiar green background of Battle Zone. The landscape is filled with huge pyramids and strange alien buildings.

The major difference between the two versions is that, instead of moving forwards, you can only spin round to face the opposing tanks and planes, so there's no running away in this game!

The program also offers the options of having only tanks or only planes attacking your gun turret. The gun's sign is positioned using two moveable markers which give you some idea of how far and in what direction the bombs are being fired.

The movement of the enemy tanks and planes is very smooth, but when you swivel your gun around, instead of the scrolling action you would expect, the screen goes blank for some time and the new picture eventually flashes on the screen.

The program is a fairly competent attempt at reproducing Battle Zone on the BBC computer. If you liked Battle Zone, then you could try your luck with this game. If not, then you can leave 3D Tank Battle firmly on the shelf.

• **Getting started**	**7**
• **Graphics**	**7**
• **Value**	**6**
• **Playability**	**7**

10 3D LUNATTACK

MACHINE: Spectrum 48k
SUPPLIER: Hewson
PRICE: £7.95

Hewson's on-going battle with the Seiddab aliens has entered a new and bitter phase now that the Abingdon software house has developed the deadly Z5 Luna Hover Fighter.

The new craft was developed after the death in combat of Flight Lieutenant Talbot in his ill-fated C64, and you can fly the Z5 if you've got a spare £7.95 with which to purchase 3D Lunattack.

Although 3D Lunattack churns out the same tired old scenario of shooting down the aliens (what's wrong with aliens anyway?), it does have some original features.

The best of these is the sound track which starts after the game has loaded. An interview between Briggs and his commanding officer takes you through the objectives and controls of the Z5. Unfortunately, this is not synchronised with the on-screen display — an amusing frill nevertheless.

The quality of the graphics was very disappointing — especially bearing in mind the £8 price tag.

8 FIRE ANT

MACHINE: CBM 64
SUPPLIER: Mogul
PRICE: £7.95

Ants seem to be all the rage at the moment. Inspired no doubt by Ant Attack, Pedro and a host of others, the latest is Fire Ant for the Commodore 64.

Your character (an ant) and the queen are peacefully minding their own business in a quiet semi-detached clump of soil when a scorpion approaches, knocks you into a hole and carts your beloved queen ant away.

Your sole purpose in life now is to rescue the queen by passing through all eight chambers without being made into an ant sandwich for the benefit of a hungry scorpion.

I should mention that you'll need a joystick to play this game — it doesn't work with the keyboard, though don't ask me why.

The game isn't terribly exciting. In fact, it's rather slow. The claim that it's a fast action machine code game is not, in my opinion true. Machine code it may be, but that doesn't automatically make a game good.

• **Getting started**	**4**
• **Graphics**	**5**
• **Value**	**6**
• **Playability**	**6**

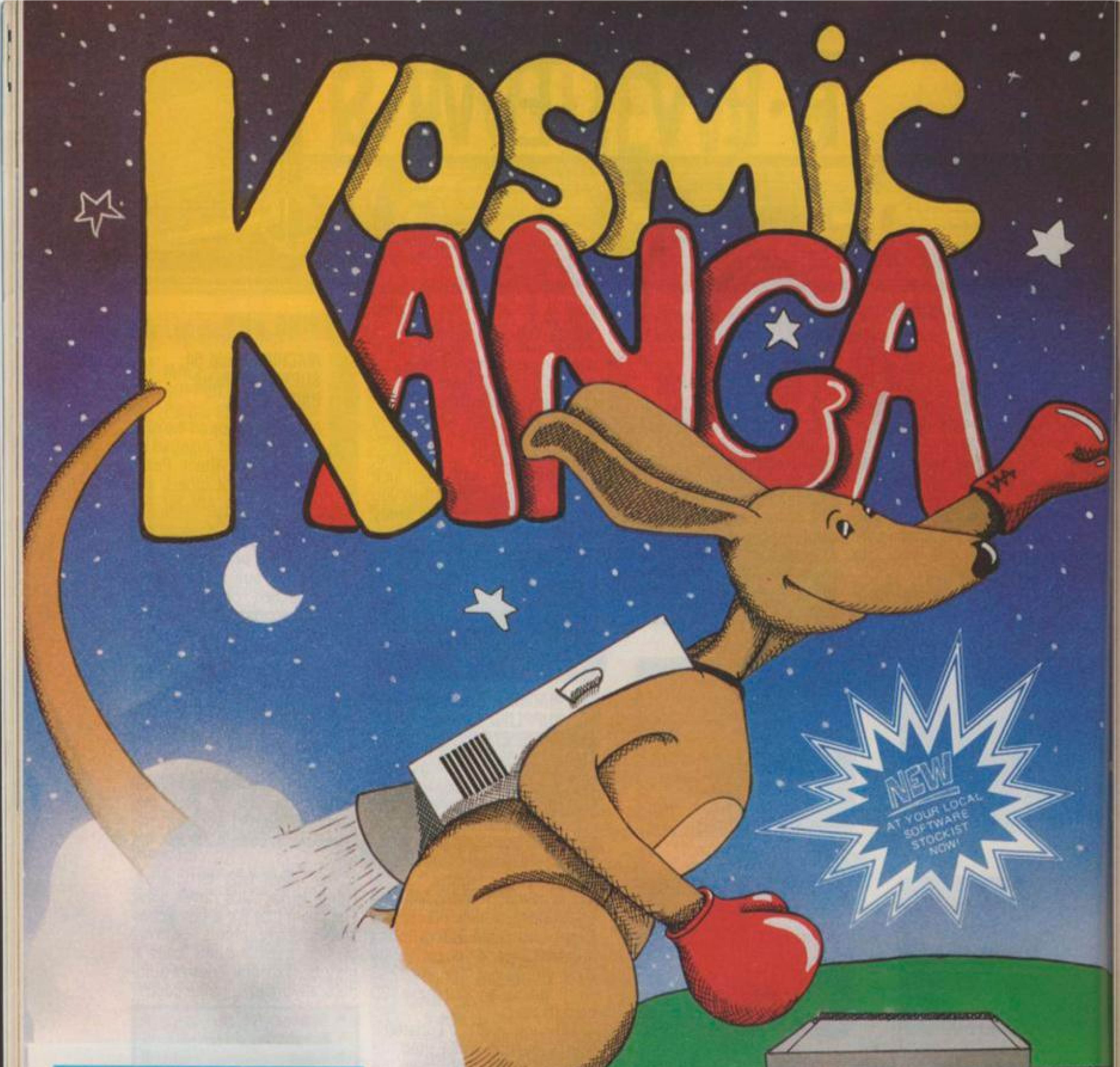
9 CARNIVAL

MACHINE: Atari
SUPPLIER: Creative Sparks
PRICE: £9.95

Carnival Massacre is one of the new games in the Creative Sparks range which is not just an old Thorn EMI game in a new box.

The cartridge has all the elements of a modern horror film. Butcher Bill and Ruthless Rick are terrorising the funfair. It's down to you to reach for your gun and shoot them on sight.

The game is accompanied by fairground music which adds to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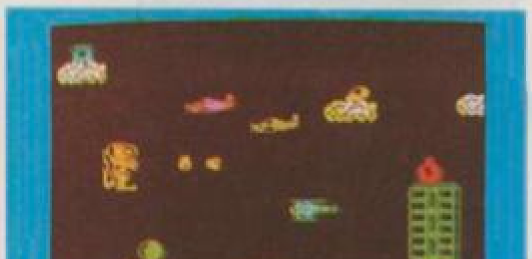

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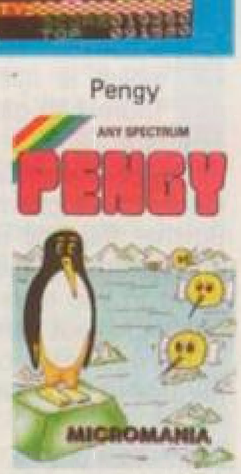
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Playability: Will the game keep you up until the early hours of the morning, as you attempt to complete just one more screen in a desperate attempt to beat it? Or does it send you to sleep the moment the intro-screen appears? Could you spend hours locked away in your bedroom with it?

the tension in an uncanny way.

The first screen shows children enjoying a ride on three big wheels. Suddenly Butcher Bill appears on the roller coaster and starts hurling missiles at the riders, sending them hurtling groundwards.

To avoid a nasty mess on the ground, our hero, Super Sam, must rush over and catch them.

Once you have bagged six falling kids, a gun appears with which you can fire pot shots at Butcher Bill. An egg timer counts down the limited amount of time you have to shoot Bill to score bonus points.

Meanwhile Bill's even nastier brother, Ruthless Rick, is terrorising the passengers on the roller coaster by placing detonators on the tracks.

Each time the car passes over a detonator, a passenger falls out of the car providing another amusing game of catch.

Just to make things even trickier for Super Sam, a vicious bouncing coil is sent bounding towards him if he lets too many riders fall to their deaths.

All the time the action is taking place, the same loony tune grinds away. But there is good news for those who get driven bananas by computer jingles — you can switch it off.

Fun to play and nice graphics, though I am not sure how long the challenge of the game will last. Atari 400/800/600XL £9.95.

• **Getting started**	**7**
• **Graphics**	**8**
• **Value**	**7**
• **Playability**	**6**

GAMES DESIGNER

MACHINE: Vic 3.5k
SUPPLIER: Galactic
PRICE: £9.50

If you thought that no one could fit a games designer program into 3.5k, then you'd be wrong.

There again, you'd also be right.

Galactic Software has produced a games designer package which runs on the unexpanded Vic. However, because of memory limitations, the program is in about half a dozen parts each of which is loaded and run in sequence.

The two most important parts are the game base and the game formulator. The game base is used whenever you want to play one of the masterpieces you've created. You first load the data for the game as saved by another part of the designer program. Then you load the game base and it will interpret the data and run the program.

You first load in the graphics editor. This holds 30 characters which you define as aliens, players, objects and so on. The characters must be defined four times each, to show what they look like when pointing up, down, left and right.

Once you've created the obligatory player and target character (the one you must reach to finish the game), there are 16 other characters to use as and when you like.

When you're happy, you load the screen editor. This lets you place the characters you've just defined in their positions in the game. You can put in any obstacles or scenery by first defining the characters and then placing them using the screen editor.

Once the screen layout is complete, you choose the colour of the player and where he will start from. Then it's time to load the tune editor.

You can create a tune of up to 50 notes which will play continually during the game. As well as the tune, you can also have separate sound effects for aliens being blasted or players being blown to bits. For this, you'll need the sound generator which is yet another program to load.

Finally comes the game formulator which is really a long question and answer program. It asks you for the name of the game, what words are to be printed on the top score line, how fast the aliens travel in relation to the player and many other questions as well, including which keys will control the action.

If the three free demo games which accompany the program are anything to go by, then it seems that Galactic Software has a potential winner on its hands.

• **Getting started**	**8**
• **Graphics**	**N/A**
• **Value**	**9**
• **Playability**	**N/A**

KILLER GORILLA

MACHINE: Electron
SUPPLIER: Program Power
PRICE: £7.95

BBC owners don't need to be told how good Program Power's Killer Gorilla is — it topped the BBC software charts for several months.

Electron owners, on the other hand, may have been unaware that this excellent version of Donkey Kong is available for their micro, too.

The first screen is taken from the arcade game. You have to help the love-struck carpenter, Mario, to climb the ramps and ladders to reach his sweetheart who has been kidnapped by the gorilla and taken to the top of the Empire State Building.

Mario's climb up the ladders is hindered by the monkey's habit of throwing barrels and fireballs down at him. His only defence is a well timed jump and quick climbing.

Completing screen two involves surviving exploding custard pies, unpredictable conveyor belts and collapsing ladders.

Screen three presents Mario with a task resembling an army assault course. He must leap across holes in the platforms, jump onto moving elevators and dodge the iron bars Kong throws around.

I'm sure the Electron version of Killer Gorilla will be as big a hit as the Beeb game proved to be.

• **Getting started**	**9**
• **Graphics**	**9**
• **Value**	**7**
• **Playability**	**8**

TOWER OF EVIL

MACHINE: Vic 20
SUPPLIER:
PRICE: £5.95

Tower of Evil really pushes the Vic 20 to its limits — albeit with the aid of an 8k Ram Pack.

Had I not played it myself, I wouldn't have believed it was possible to get such excellent speed and graphics out of this ageing machine.

It is based on the famous Spectrum game, Atic Atac, and the object is to collect all the treasure dotted at random around the castle of the evil Necromancer.

The beautiful princess Diana is incarcerated somewhere in the castle and it's down to you, Andros, to rescue her.

A friendly wizard from the court of King Salimos has given Andros the power to fling fire balls which is his only defence against the Necromancer's henchmen.

You will have to fight your way through eight levels of biblical-sounding nasties before you find yourself at the top of the eighth level to where the princess is imprisoned.

There are no less than sixty rooms in the castle, so it may be worthwhile taking a tip out of the adventure gamer's book and making a map.

Andros is moved around the castle with a joystick or keys — and, if I were to fault this game on anything, it would be his jerky response to the controls.

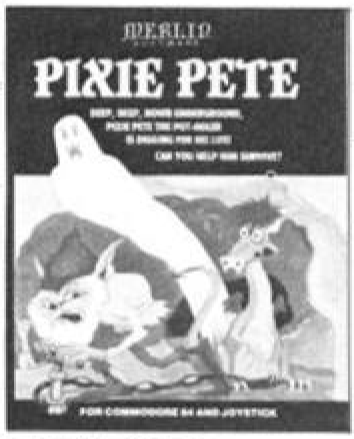
This really is nit-picking though because the overall impression of Tower of Evil is that it is one of the best games I have come across for the Vic 20.

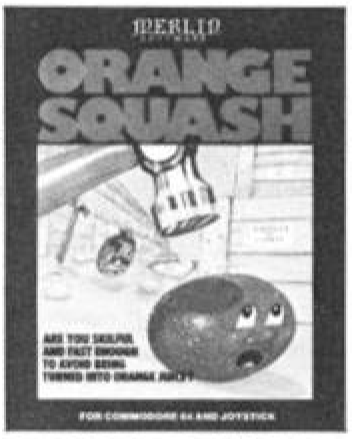
At £5.95, it is also much better value for money than many of the cartridge-based games available for the Vic.

Tower of Evil is also available for the Spectrum.

• **Getting started**	**8**
• **Graphics**	**9**
• **Value**	**9**
• **Playability**	**8**

Relax with a Merlin game!


MERLIN
PIXIE PETE
FOR COMMODORE 64 AND JOYSTICK


MERLIN
ORANGE SQUASH
ARE YOU SKILFUL AND FAST ENOUGH TO AVOID BEING TURNED INTO ORANGE JUICE?
FOR COMMODORE 64 AND JOYSTICK

MERLIN
BLUE MOON
64

MERLIN
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PIXIE PETE
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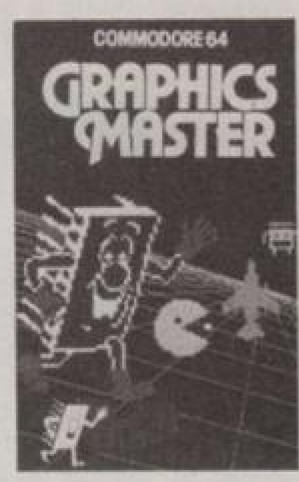
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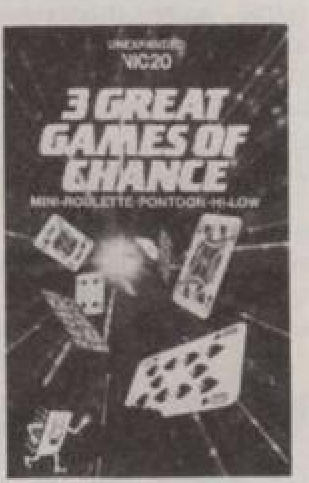
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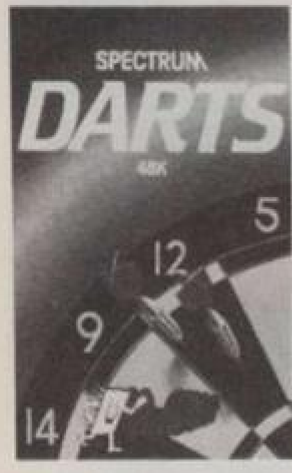
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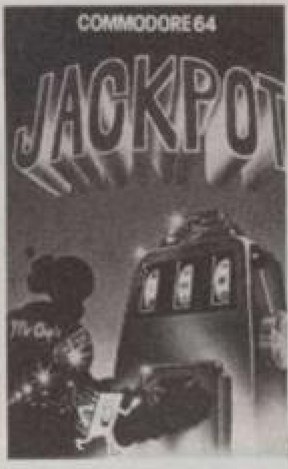
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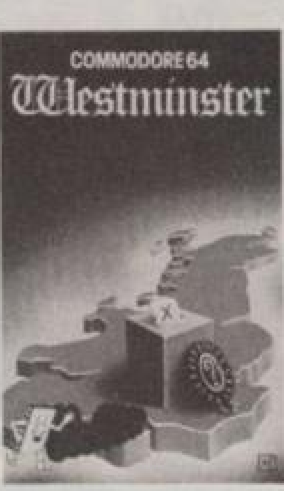
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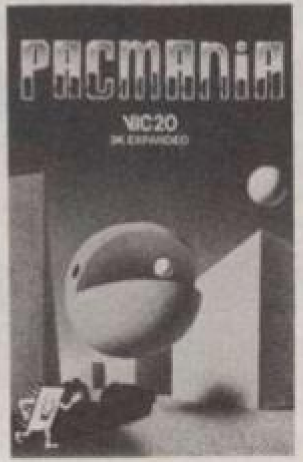
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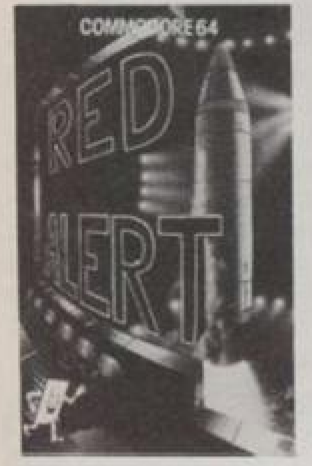
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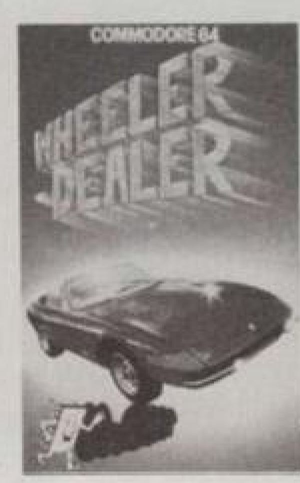
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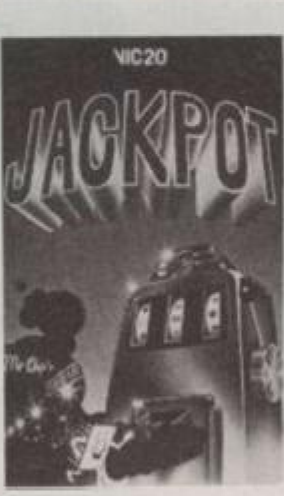
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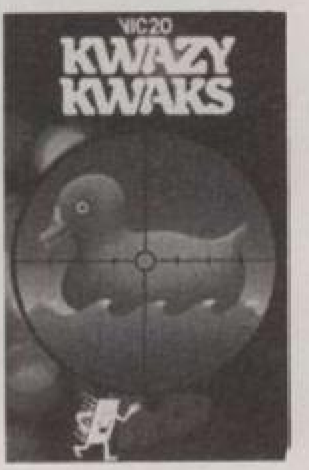
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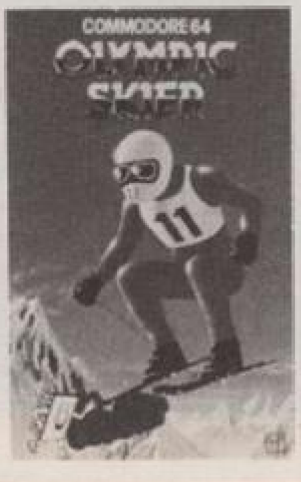
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ARCADE

IT'S THIRSTY WORK

TAPPER

Building up an unquenchable thirst after a heavy session on your favourite arcade game seems to be a common occurrence. Well you can now refresh the parts most other games cannot reach with Tapper, recently launched in the UK by Bally.

Tapper is based on America's most famous beer — Budweiser — which is drunk in vast quantities by all the patrons of the bar.

Following months of research and testing, Bally came up with the idea of using the famous brand-name in a game which will appeal to both adults and youngsters.

The game is set in a bar in the Wild West with a frantic bartender serving pints of Budweiser to hordes of thirsty, rowdy cowboys. You control the bartender and have to tap and serve mugs of beer, slide them down to the thirsty cowboys who are all hollering for more to drink, catch the empties as they come whizzing back up the bar and pocket the tips.

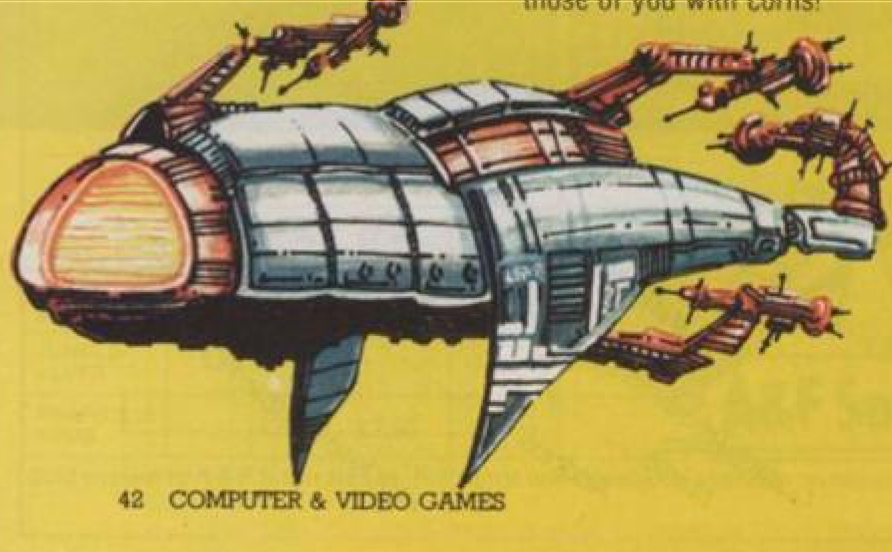
Not content with giving the barman one bar to look after, the manufacturers in their wisdom have given the poor man four bars to tend. As the game progresses, more and more thirsty customers pour in and the pace really hots up.

Initially, the setting is a western saloon, but further scenes include a punk rock setting and a space bar. The patrons are very colourfully dressed and come in a wide variety of nationalities and costumes.

In their research, Bally found that 'where youngsters will play until they master a game, adults will not invest more than two or three plays to understand it'. The controls have been kept fairly simple, therefore, but the game does combine a challenge in reflex and hand-eye co-ordination.

It's certainly thirsty work, as you must zig-zag the bartender back and forth between all four bars in an attempt to keep all the customers satisfied.

The cabinet is also different and worth looking out for — there's a specially designed mug holder on which to rest your drink and a foot rail for those of you with corns!



CLOAK & DAGGER

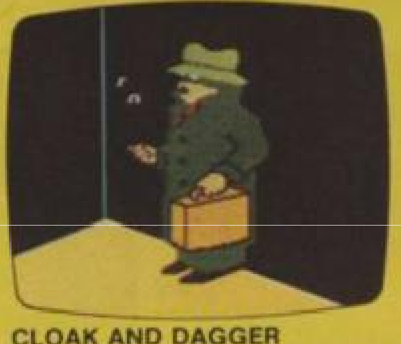
After months of intensive training, Agent X is finally given a mission. His object — to find and destroy the secret laboratory where the dastardly Professor Boom has a bomb manufacturing plant.

In Atari's Cloak & Dagger, Agent X is dressed in the traditional spy uniform of trench coat and trilby which sets the scene in this thrilling game.

To reach the secret laboratory, he has to descend via a lift and make his way through a series of rooms, killing aggressive mutant guards and igniting bombs on his way out. There are also certain objects to be picked up for bonus points.

Each successive room is harder to get through and should Agent X lose a life, he'll have to play that room again in order to descend to the next.

Cloak & Dagger isn't an entirely original game as the way in which Agent X has to move through each room is strongly reminiscent of Tasmania, Berzerk and Venture.



CLOAK AND DAGGER

As Agent X steps into the lift, he has a marvellous habit of playing with his yo-yo — a lovely piece of graphical animation which is incredibly lifelike. His facial expressions also change from a smile to a grimace, depending on how well you're doing in the game.

Once in the mad Professor's secret laboratory, our intrepid agent must steal the Prof's top secret documents, destroy the bomb factory and make his way back up to the surface.

The controls are very easy to master, with a move and shoot joystick. Agent X's bullets will fly in whichever direction he's moving at the time.

CIRCUS CHARLIE

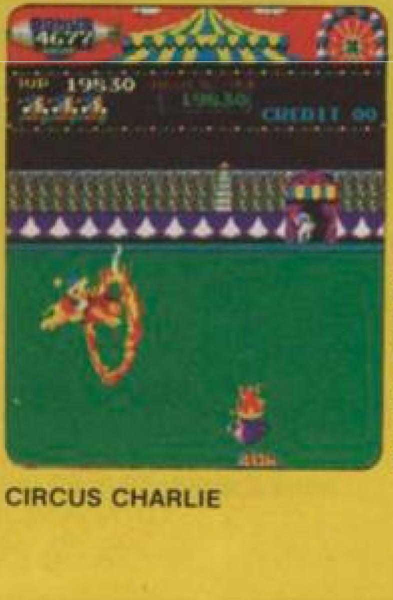
Lions, fire-eaters and clowns — this game's just full of the fun of the fair and should appeal to those of you looking for a game where dexterity rather than shooting ability counts.

Circus Charlie, one of the new range of games from Konami, is set, as the title suggests, in a circus ring. With your suspense-filled audience sitting around the arena, you've got to pull out all the stops to give them the thrill of a lifetime.

'Act one' brings ferocious lions into the ring. Putting your life into their paws, you climb onto a lion's back and set off round the arena in a series of hair-raising jumps through blazing hoops, in which timing is all important.

Other levels become progressively harder with scenes including a tight-rope act, flying trapeze and trampolining.

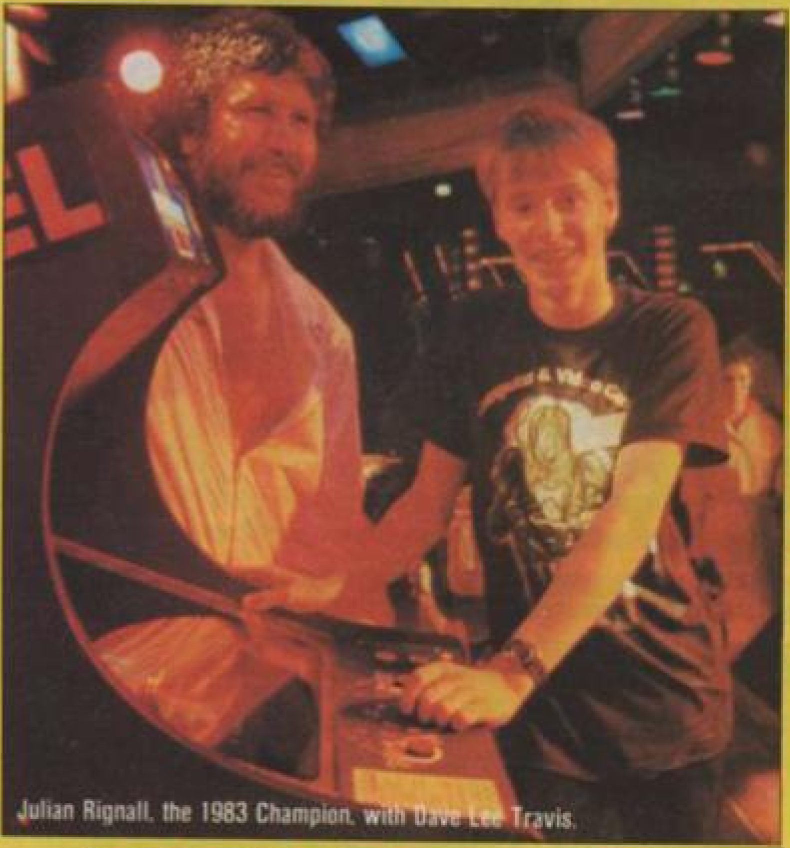
A very colourful game and one that is very playable. I feel it is a healthy sign that manufacturers are obviously trying their utmost to produce games with new and original themes to help boost the flagging interest of arcaders.



CIRCUS CHARLIE

Illustration: Dorian Cross

WILL YOU BE THE 1984 CHAMPION?



Julian Rignall, the 1983 Champion, with Dave Lee Travis.

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All you have to do is take the form along to where your favourite arcade game lurks and get the high score witnessed by the arcade owner or publican.

If you're good enough, you'll be invited to take part in a grand finale where you'll have to pit yourself against players of calibre. The overall champion will walk away the proud owner of a brand-new mystery arcade game and there are prizes for the runners-up too.

Here are a few of the high scores we've already received. Can you beat them?

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POLE POSITION	64,060	John Hamilton, Cleveland
GYRUSS	423,000	Mark Neale, Bournemouth, Dorset
TIME PILOT	1,795,300	William Love, Renfrew, Scotland
DRAGON'S LAIR	414,000	Wayne Beckett, Staffs
TRON	2,758,983	David Wayman, Wilford, Notts
PACMAN	3,221,000	Jon Stoodley, Liverpool

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My high score is: ....

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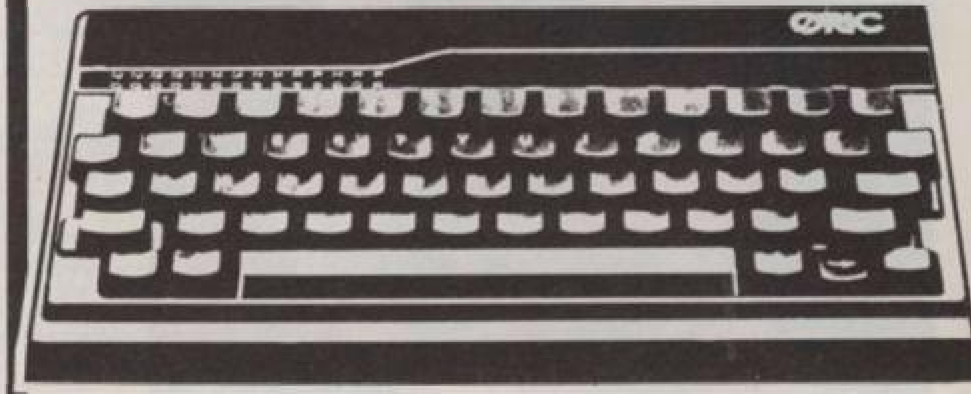

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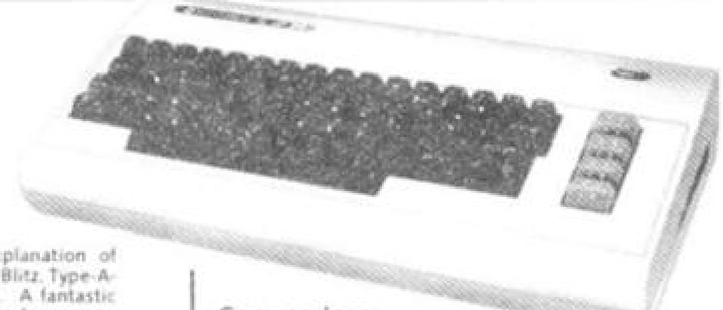

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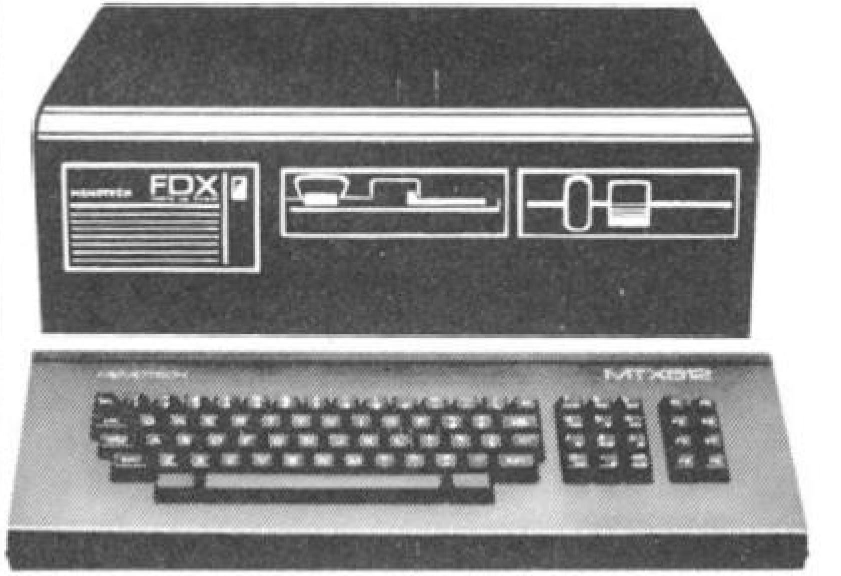

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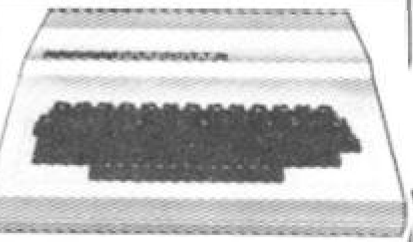

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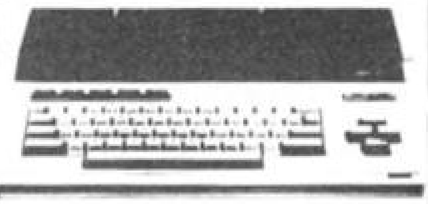

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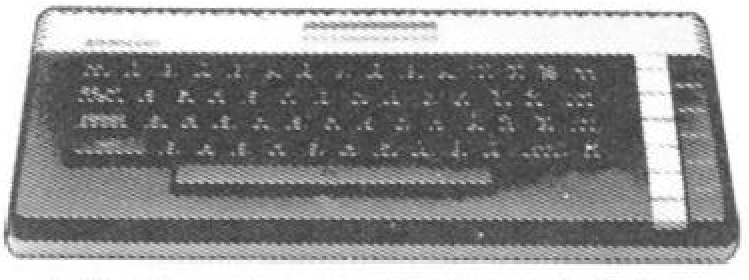

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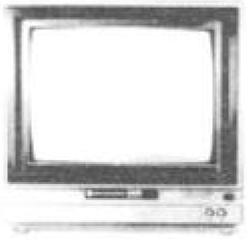

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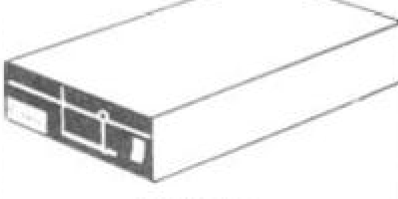

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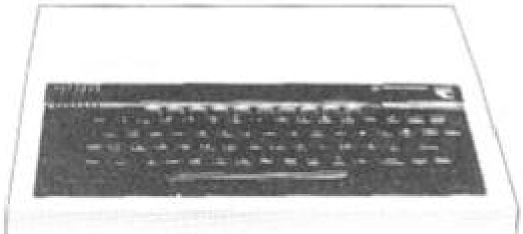

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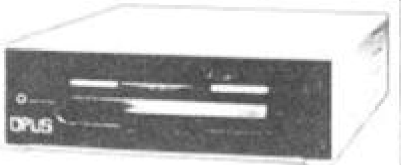

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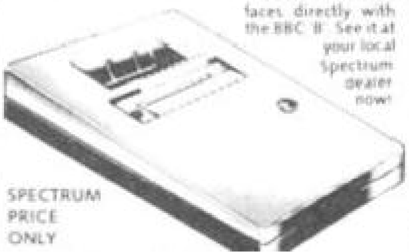

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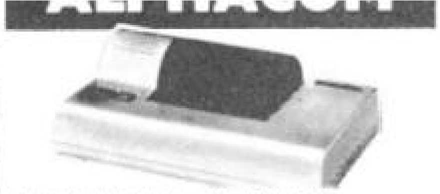

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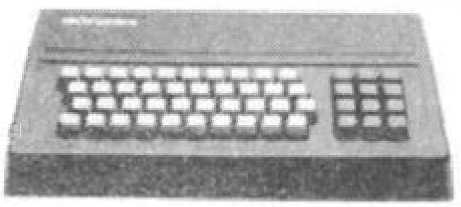

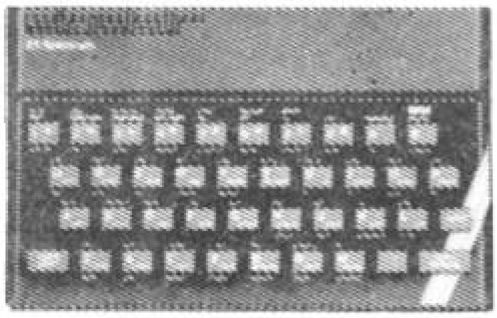

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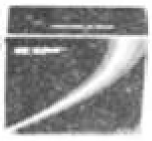

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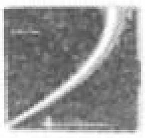

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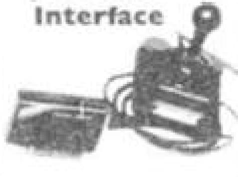

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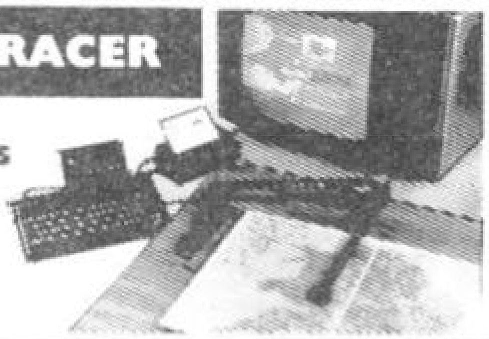

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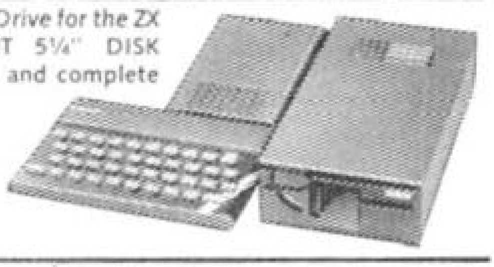

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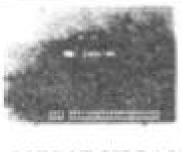

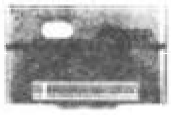

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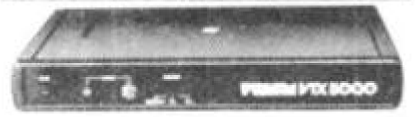

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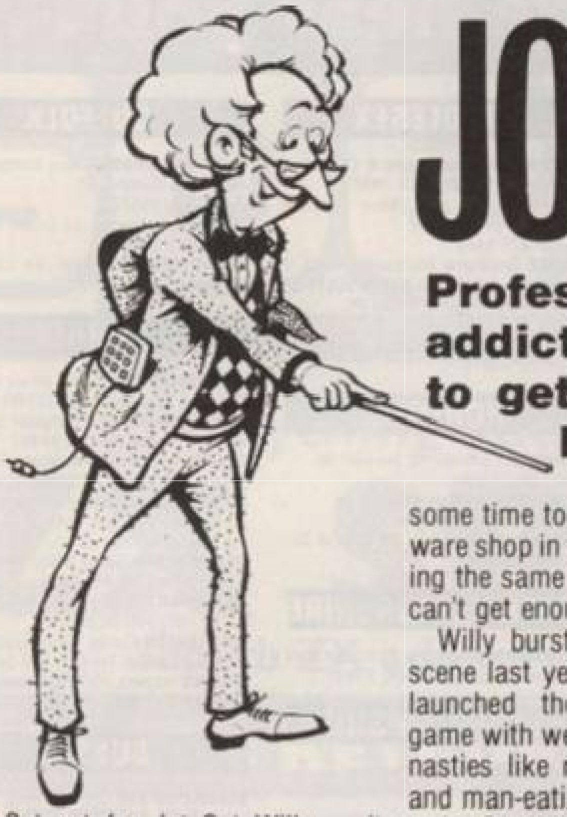

JOIN THE JET SET

Professor Video has been talking to Manic Miner addict, Aonghas de Barra, who knows just how to get the best out of Matthew Smith's latest bizarre epic Miner Willy.

Get set for Jet Set Willy — it could well become the most popular home computer game ever.

Just three days after its launch, Willy zoomed straight in at the number one spot in the *C&VG*/Daily Mirror Top 30.

It looks like staying there for some time too, with every software shop in the country reporting the same message "we just can't get enough."

Willy burst onto the gaming scene last year when Bug Byte launched the zany climbing game with weird and wonderful nasties like mutant telephones and man-eating toilets.

Jet Set Willy is the sequel — set in a sprawling mansion which our hero bought with the profits of his mining exploits.

The aim of the game is to get Willy tucked up in bed. Not as easy as it sounds this, as first you have to collect all the items scattered around the house and then get past Maria, the mad housekeeper, who is barring the entry to his bedroom.

Jet Set Willy is such a tough game that Professor Video thought you could do with some good sound advice. One of the Prof's star pupils, Aonghas de Barra of Dublin in Ireland, has come up with some hot tips and a map of Willy's mansion to help you find your way around and deal with some of the nasties you will encounter.

Now, you may wonder "why the map?" Well, unlike Manic Miner, you don't have to collect all the items in a room to move to the next. Worth remembering this — as, with no less than 60 rooms, it could take you months.

To leave a room you simply choose one of the many exits and leave — appearing instantly in the room above, below or beside the last one, depending on your choice of exit.

The map shows all the possible directions of movement, traps or ropes which can be swung on or climbed and exits.

There are also secret passages — some of them very hard to find, let alone get through (no wonder he called that room the Forgotten Abbey).

Another difference from

Jet Set Willy

Miner Willy's Mansion

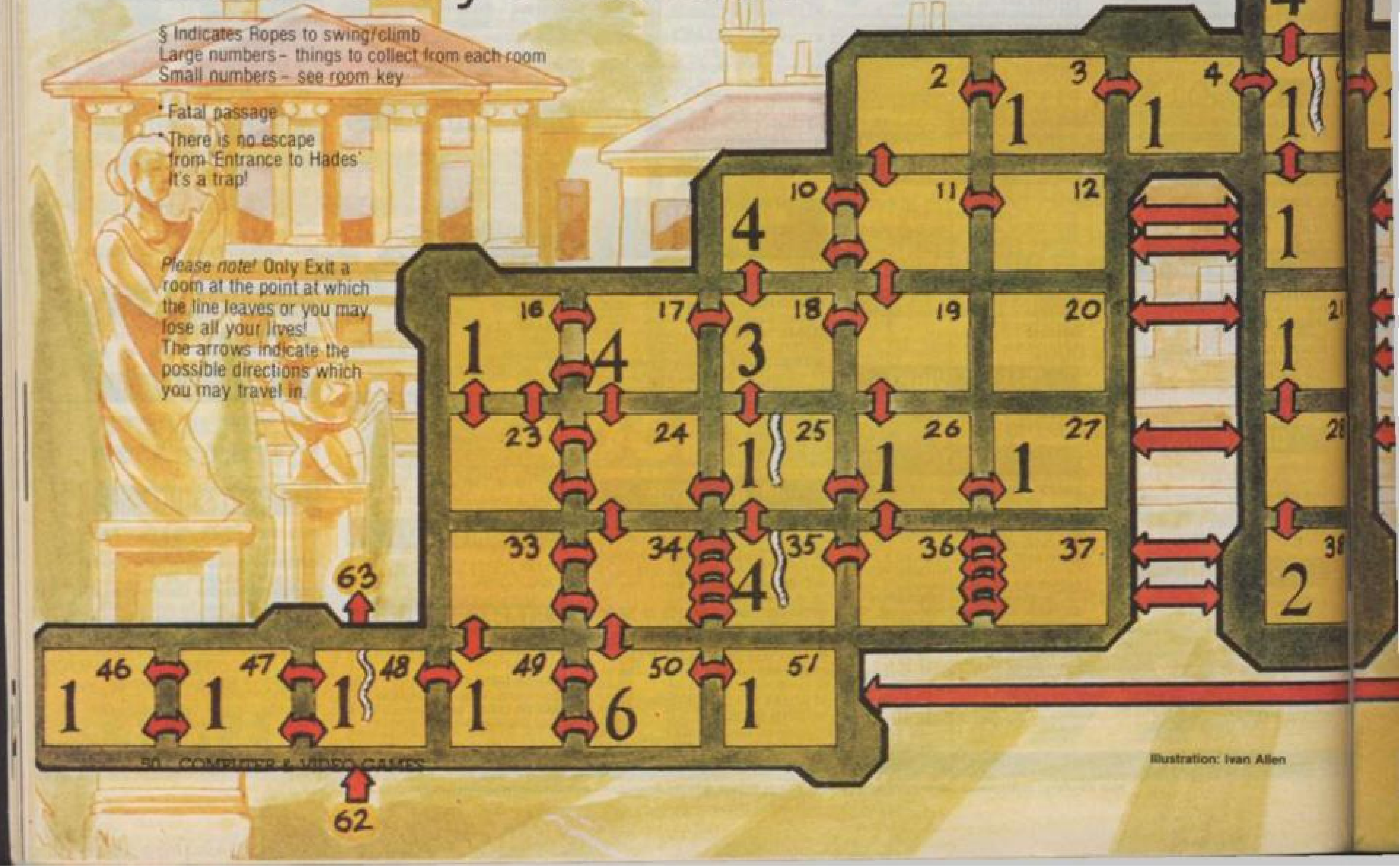
§ Indicates Ropes to swing/climb
Large numbers – things to collect from each room
Small numbers – see room key
* Fatal passage
* There is no escape from 'Entrance to Hades' It's a trap!
Please note! Only Exit a room at the point at which the line leaves or you may lose all your lives!
The arrows indicate the possible directions which you may travel in.
64
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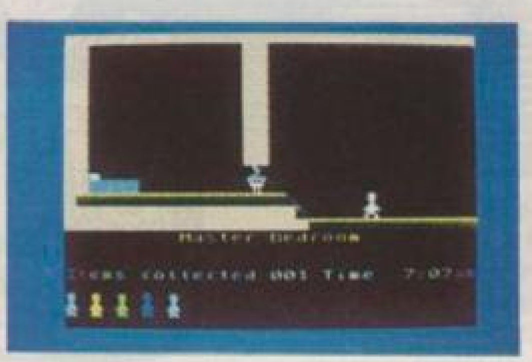
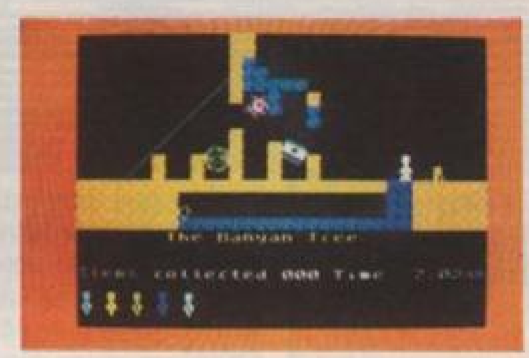
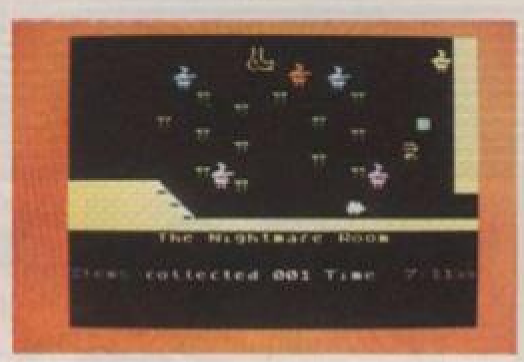
Illustration: Ivan Allen



Master Bedroom



The Banyan Tree



The Nightmare Room

Manic Miner is that there are stairs which may be jumped through or walked up. To jump through them, leap at them from the ground and you may, or may not, pass through. If not, try a different approach.

Rope technique will require practice. Do not shy away from the ropes, though, as they are not that difficult to master and you will need this skill for later stages of the game. The secret is to push left if swinging right on the rope and push right if swinging left.

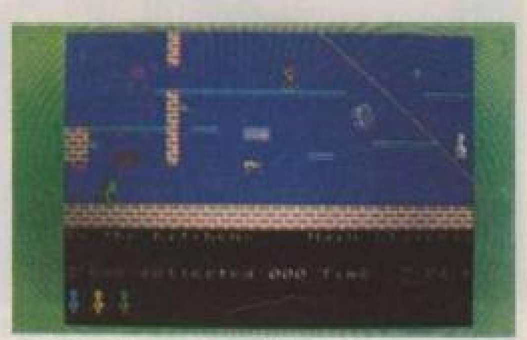
When you reach the top of the rope, you will either move onto the next room or stick, as you are unable to go any higher. If this happens, wait for the rope to swing you close to the roof and jump. Here you will find all the nasties: dancing kangaroos, evil priests, mad monks, killer birds, crazy chefs, penguins, moving flags, razor blades, barrels, saws, rubber ducks, scissors, security guards, flying pigs, arrows, a few creatures that are indescribable and, in the Nightmare Room, Willy turns into a flying pig being attacked by hordes of Marias.

The tuneful 'In the Halls of the Mountain King' which was the musical accompaniment to Manic Miner has been replaced by 'If I Were A Rich Man' from Fiddler on the Roof — its tone decreasing each time a life is lost. Musical philistines, however, can switch the music off if they so wish.

Jet Set Willy has no demonstration mode, so if you want to see all the rooms, you'll just have to play long and hard.

One room not worth bothering with is the Entrance to Hades. If you do manage to get into it, you will see why.

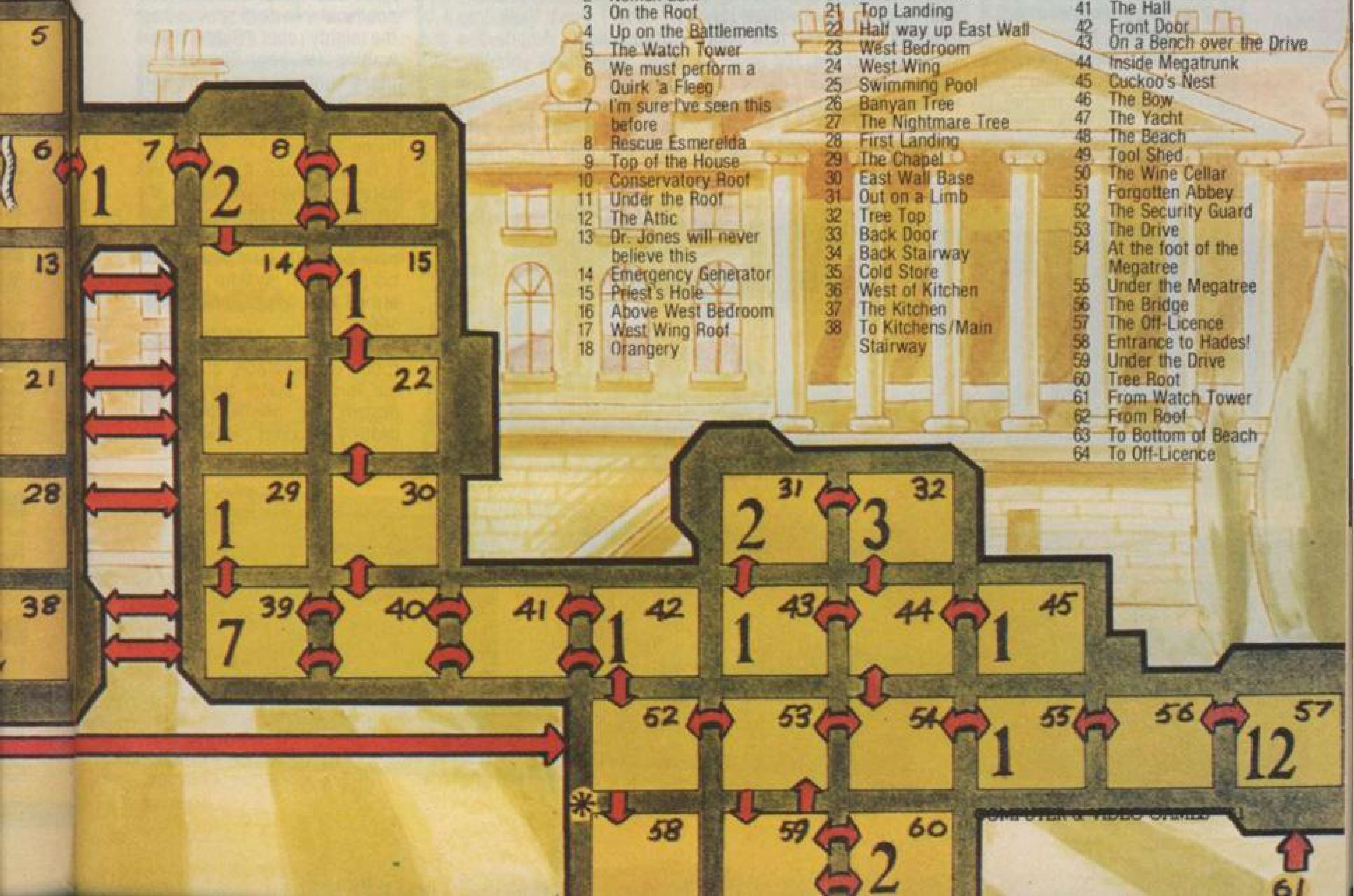
Aonghas points out that so far he has only collected 50 items but is confident he will get the rest of them soon and get into the remaining rooms. When he does, he'll be straight on the phone to Software Projects to claim the prize. But rest easy, Willy fans, Aonghas has promised that Professor Video will be the first to know how it was done.



To the Kitchen's main stairway

ROOM KEY

1	The Bathroom
2	Nomen Luni
3	On the Roof
4	Up on the Battlements
5	The Watch Tower
6	We must perform a Quirk 'a Fleeg
7	I'm sure I've seen this before
8	Rescue Esmerelda
9	Top of the House
10	Conservatory Roof
11	Under the Roof
12	The Attic
13	Dr. Jones will never believe this
14	Emergency Generator
15	Priest's Hole
16	Above West Bedroom
17	West Wing Roof
18	Orangery
19	A Bit of Tree
20	Master Bedroom
21	Top Landing
22	Half way up East Wall
23	West Bedroom
24	West Wing
25	Swimming Pool
26	Banyan Tree
27	The Nightmare Tree
28	First Landing
29	The Chapel
30	East Wall Base
31	Out on a Limb
32	Tree Top
33	Back Door
34	Back Stairway
35	Cold Store
36	West of Kitchen
37	The Kitchen
38	To Kitchens/Main Stairway
39	Ballroom West
40	Ballroom East
41	The Hall
42	Front Door
43	On a Bench over the Drive
44	Inside Megatrunk
45	Cuckoo's Nest
46	The Bow
47	The Yacht
48	The Beach
49	Tool Shed
50	The Wine Cellar
51	Forgotten Abbey
52	The Security Guard
53	The Drive
54	At the foot of the Megatree
55	Under the Megatree
56	The Bridge
57	The Off-Licence
58	Entrance to Hades!
59	Under the Drive
60	Tree Root
61	From Watch Tower
62	From Roof
63	To Bottom of Beach
64	To Off-Licence



JOYSTICK JURY

ROCKY'S NO LIGHTWEIGHT!

Box clever when you plug in Coleco's latest cartridge, for the game introduces that champion of the big screen — Rocky.

Sylvester Stallone appears on screen at the beginning of the game in an amazingly clear computer graphics picture.

The game is the second in the range designed to be used with the new Super Action Controllers, reviewed also in Joystick Jury this issue.

Four skill levels are featured which enable you to slug it out for three, five, 10 or the full 15 rounds.

The game is best played by two players who can choose to be either Clubber Lang or Rocky. There is a one player option, however, which enables you to play Rocky against a computer-controlled Clubber — and a tough opponent the Coleco makes, too.

Your boxer can be made to throw jabs, block punches, deliver body punches and duck — all of which facilitate various strategies and techniques which the player can develop.

The more punches you soak up, the lower your fatigue level and there is also a daze level indicator to tell you how many stars you can see. The secret to success, just as any old pro will tell you, is to duck, dive, bob and weave.

The game features a round counter and time indicator and comes complete with a referee who stoops and bends to improve his view, just as in a real bout. Rocky is graphically superb.

It's available now at £29.95.

THE VERDICT
An excellent attempt at turning boxing into a video game.

• **Action**	⊥⊥⊥
• **Graphics**	⊥⊥⊥⊥
• **Addiction**	⊥⊥⊥
• **Theme**	⊥⊥⊥⊥

MIGHTY ROBOT RULES OK?

The graphics may be a bit crude and the representation of the mighty robot's well defended asteroid not quite the same as the arcade version, but the CBS version of that classic space shoot-out, Zaxxon, for the Atari VCS, has all the addictive qualities of the original.

Everyone with a VCS has been waiting for a decent version of this game for a long time — and I don't think you'll be disappointed, despite the graphic limitations of the VCS console.

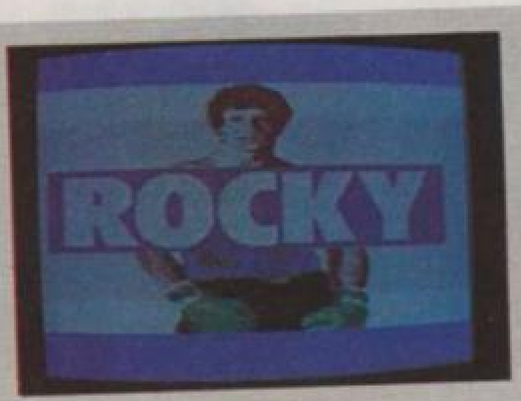
You won't get the 3D scrolling asteroid when you plug the cartridge into your Atari. Your jet skims forward over the asteroid head-on and not at an angle as in the arcade game. But the various nasties that inhabit the floating rock — including Mobots, floating gun turrets and Dodger Guns — all come at you at different altitudes, so you'll have to duck and weave as you blast away to stay alive long enough to meet the Mighty Zaxxon himself.

You can judge the altitude of your opponents by the shadows they cast on the asteroid's surface — a nice touch repeated from the original game. You tell your own height by the altimeter at the side of the screen. To keep in the air, you must blast the fuel tanks dotted along the way, as well as avoiding the various barriers which appear to make your life even harder.

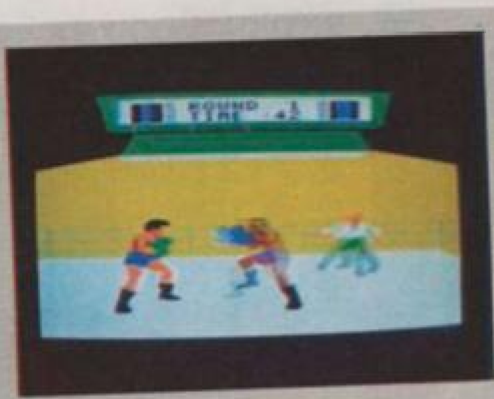
When you make it past Zaxxon's first ground force, you'll zoom out into deep space where the mighty robot's fighter fleet is waiting for you. Eliminate as many fighters as you can before you dive back toward the second asteroid and more low flying antics.

If you make it across this asteroid, then you win the chance to meet the mighty Zaxxon face to face. But he's not very pleased about you beating his defence system and is armed with a heat seeking missile.

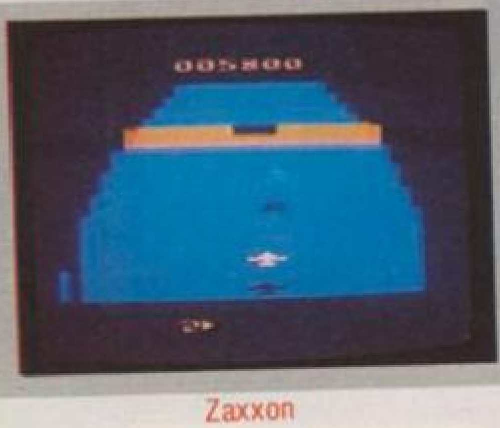
Only one spot on the giant robot is vulnerable and that's the missile under his arm — destroy the missile and you'll destroy Zaxxon. However, it



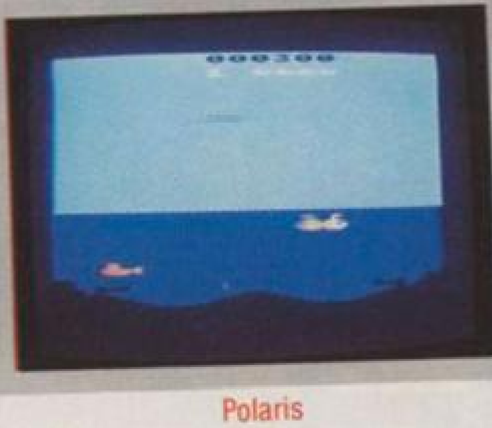
Rocky



Rocky



Zaxxon



Polaris

Baseball

takes several accurate hits to detonate the missile and you'll have to be accurate in order to succeed in your mission. If you don't hit it, Zaxxon will fire his weapon and you are almost certainly doomed. If you do manage to destroy the mighty robot, then you qualify for another crack at the asteroid run — this time at a much faster speed!

The game has six skill levels — each time it takes more hits to destroy Zaxxon. You'll get a bonus fighter each time you score 10,000 points and one or two players can join the fight against the big metal chap.

As I've already mentioned, the only real spanner in the works is the graphics. I reckon these could be a bit better even on the VCS. Having said that, the game is extremely playable and a good addition to the CBS range for the VCS. Zaxxon is available now at £29.95.

THE VERDICT
At last, a good version of this arcade classic for the Atari.

- **Action** ⊥⊥⊥⊥
- **Graphics** ⊥⊥⊥
- **Addiction** ⊥⊥⊥⊥
- **Theme** ⊥⊥⊥

DEEP SEA DIVING!

Polaris is one of those games that, when you first plug it in, makes you wonder if Atari VCS really has had its day and whether it is time to sell up and buy a Spectrum.

A shame really because, when you make allowances for the crude graphics, it's not really a bad little game.

Not surprisingly with a game called Polaris, the action takes place at sea, though thankfully there are no nukes going off in the game. It is based on the Taito arcade game of the same name and the idea is to sink the planes that are bombing you from above the surface.

Also lurking in the deep are enemy subs which you have to pick off by shooting missiles at them from the sea bed. When you get one of these, an enemy motor launch skims across the surface dropping depth charges which you have to be careful to avoid.

Once you have downed all the craft, the screen changes to a River-Raid style underwater cavern. You scroll up-screen, dodging the islands and banks. In later stages of the game, this underwater cavern is occupied by nasties whom you can shoot for bonus points.

Each time you successfully get to the end of the cavern, you return to the sea battle — but with more and more nasties to deal with.

Polaris is one of the Tigervision range of games being imported from the US by Prism. Prices now vary tremendously on VCS games but, if you hunt around, you should be able to pick this one up for around £15.

THE VERDICT
Average to good - don't rob your granny for it.

- **Action** ⊥⊥⊥
- **Graphics** ⊥⊥
- **Addiction** ⊥⊥⊥
- **Theme** ⊥

GETTING TO FIRST BASE

If you always wanted to play baseball but didn't have a bat or the know-how, then now is your chance to learn.

Coleco's Baseball cartridge comes free when you purchase the Super Action Controller set.

You are taken through all the stages of the game — including fielding, batting, pitching — right up to fully fledged head-to-head baseball.

Unlike cricket, not all baseball players want to be batsmen. I guess it must have been the school I went to, though, as I couldn't help reaching for that long bat.

When you have given the ball a good thump, you run around the bases by moving the grey dial on the control pad.

The graphics, when the ball is hit, are very impressive — showing the ball getting smaller as it disappears towards the boundary.

The training mode allows you to practise fielding, batting, and positioning your players, but it's quite good fun just slogging away at the ball.

The number of strikes, balls and outs are all shown on screen and, to add to the fun, the game comes complete with an official score pad to enable you to record your strike-outs, walks and double plays. I didn't say it was easy.

The batting score can also be recorded in the pad including singles, doubles, triples and home runs.

Baseball is a splendid bonus to get with the much needed new controllers for your ColecoVision.

It's the sort of game that will appeal to several members of the family.

THE VERDICT
Splendid graphics and hours of fun.

- **Action** ⊥⊥⊥
- **Graphics** ⊥⊥⊥⊥
- **Addiction** ⊥⊥⊥
- **Theme** ⊥⊥⊥

A FISTFUL OF STICKS

Joystick Jury does not usually pass judgement on joysticks and other extras, preferring to stick to games but, in the case of the Coleco joysticks, we have decided to make an exception.

Coleco's Super Action Controller Set are the most futuristic sticks the jury have ever plugged in.

More like boxing gloves than joysticks, they completely wrap around your hand like a glove, utilising each finger for a control button.

Twelve control buttons are mounted on the top of the stick to give you the normal game option choices.

There is also the addition of a sliding dial which is used for certain types of movements. In the baseball game, for example, the dial enables you to make your player run around the bases.

The joystick itself has a large red knob mounted on a fairly short shaft. I would have liked this to be slightly longer, as this would give more control.

Some of the games incorporate keypad overlays which make the control keys easier to read in certain games.

The Super Action Controllers are in the shops now at £45.00. Pricey, but then it's not much use having an excellent games machine with a set of useless joysticks.

THE VERDICT
If you take your game playing seriously, you won't want to be without these new joysticks.

THE JURY'S JUDGEMENT

Here's how our Joystick Jurors judge the new games we put to the test each issues. The sentences can be very severe!

Action: Will the cartridge put your joystick skills into the ultimate test — or will you simply fall asleep over your video game centre as the game plays itself!

Graphics: Did the programmer have a very bad case of snow-blindness — or do the graphics really knock your eyes out?

Addiction: Will you miss breakfast, dinner and tea just to play this game? Or would you rather watch Game for a Laugh?

Theme: Have you seen this somewhere before — or is it the most original concept of all time?

Our Joystick Jury foreman would like to point out that any game that gets several 'two joystick' marks isn't really worth plugging in!

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SOFTWARE PROJECTS

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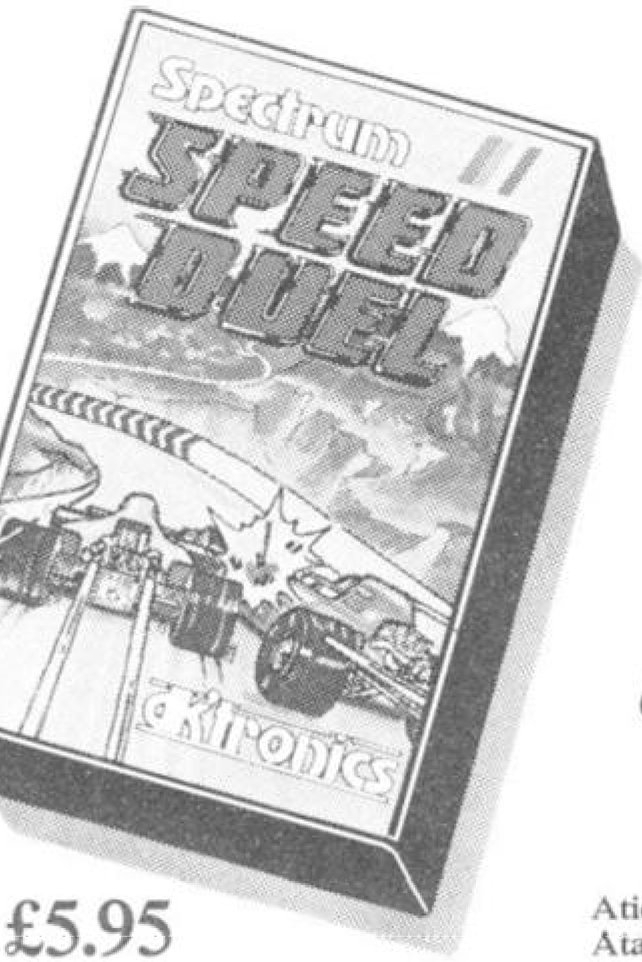
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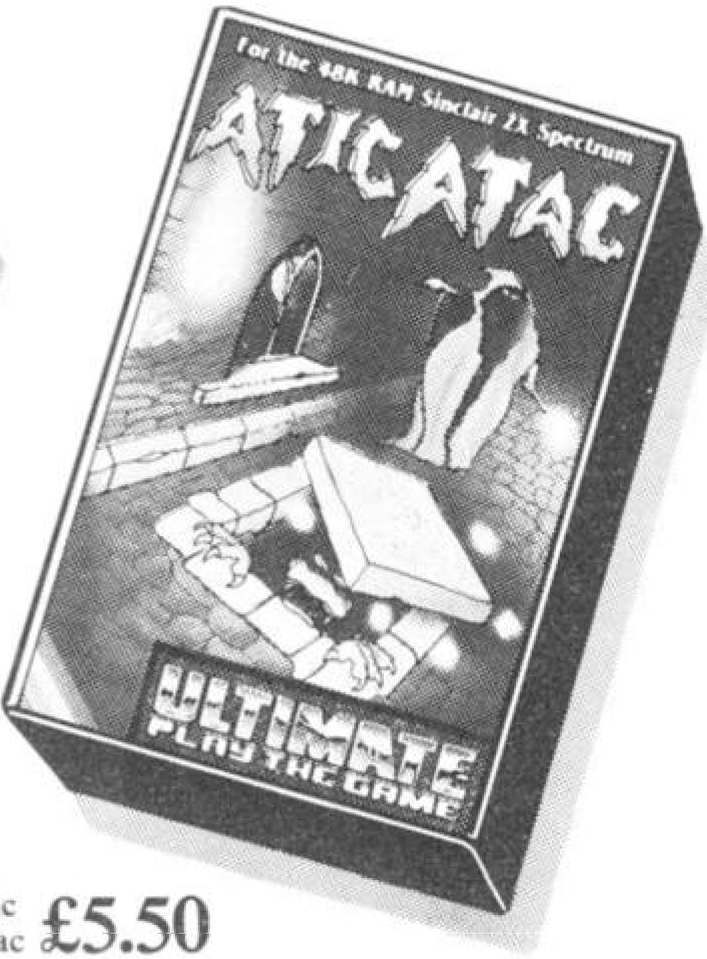
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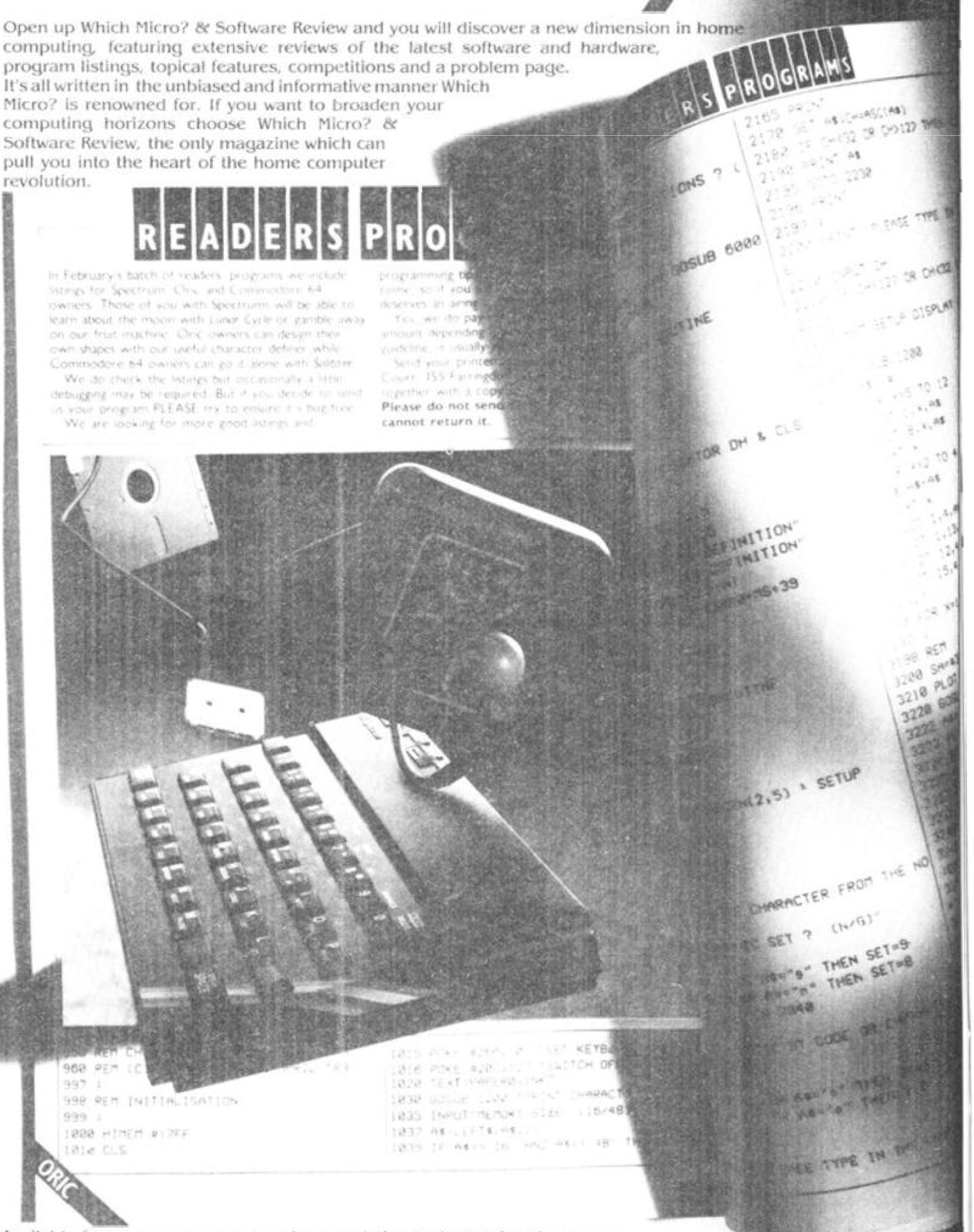

In February's batch of readers' programs we include listings for Spectrum, Oric and Commodore 64 owners. Those of you with Spectrums will be able to learn about the moon with Lunar Cycle or gamble away on our fruit machine. Oric owners can design their own shapes with our useful character definer while Commodore 64 owners can go it alone with Solitaire.

We do check the listings but occasionally a little debugging may be required. But if you decide to send in your program PLEASE try to ensure it's bug-free.

We are looking for more good listings and

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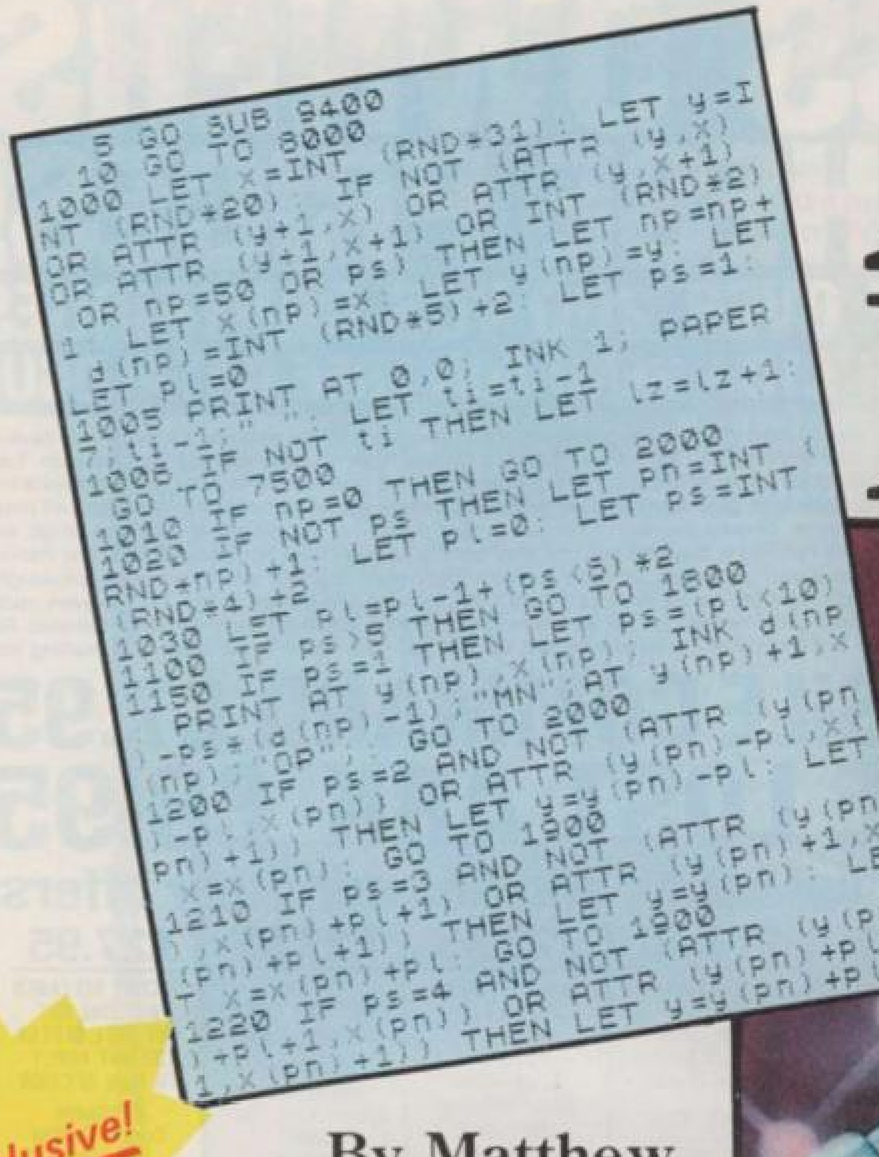


```
   5 GO SUB 8400
  10 GO TO 8000
1000 LET x=INT (RND*31): LET y=I
NT (RND*20): IF NOT (ATTR (y,x)
OR ATTR (y+1,x) OR ATTR (y,x+1)
OR ATTR (y+1,x+1) OR INT (RND*2)
 OR np=50 OR ps) THEN LET np=np+
1: LET x(np)=x: LET y(np)=y: LET
 d(np)=INT (RND*5)+2: LET ps=1:
LET pl=0
1005 PRINT AT 0,0; INK 1; PAPER
7;ti-1;" ": LET ti=ti-1
1006 IF NOT ti THEN LET lz=lz+1:
 GO TO 7500
1010 IF np=0 THEN GO TO 2000
1020 IF NOT ps THEN LET pn=INT (
RND*np)+1: LET pl=0: LET ps=INT
(RND*4)+2
1030 LET pl=pl-1+(ps<5)*2
1100 IF ps>5 THEN GO TO 1800
1150 IF ps=1 THEN LET ps=(pl<10)
: PRINT AT y(np),x(np); INK d(np
)-ps*(d(np)-1);"MN";AT y(np)+1,x
(np);"OP": GO TO 2000
1200 IF ps=2 AND NOT (ATTR (y(pn
)-pl,x(pn)) OR ATTR (y(pn)-pl,x(
pn)+1)) THEN LET y=y(pn)-pl: LET
 x=x(pn): GO TO 1900
1210 IF ps=3 AND NOT (ATTR (y(pn
),x(pn)+pl+1) OR ATTR (y(pn)+1,x
(pn)+pl+1)) THEN LET y=y(pn): LE
T x=x(pn)+pl: GO TO 1900
1220 IF ps=4 AND NOT (ATTR (y(pn
)+pl+1,x(pn)) OR ATTR (y(pn)+pl+
1,x(pn)+1)) THEN LET y=y(pn)+pl:
```

AND
NIGHT

Exclusive!

By Matthew Smith—C&VG Golden Joystick Award Winner 1984

Runs on a 16K Spectrum

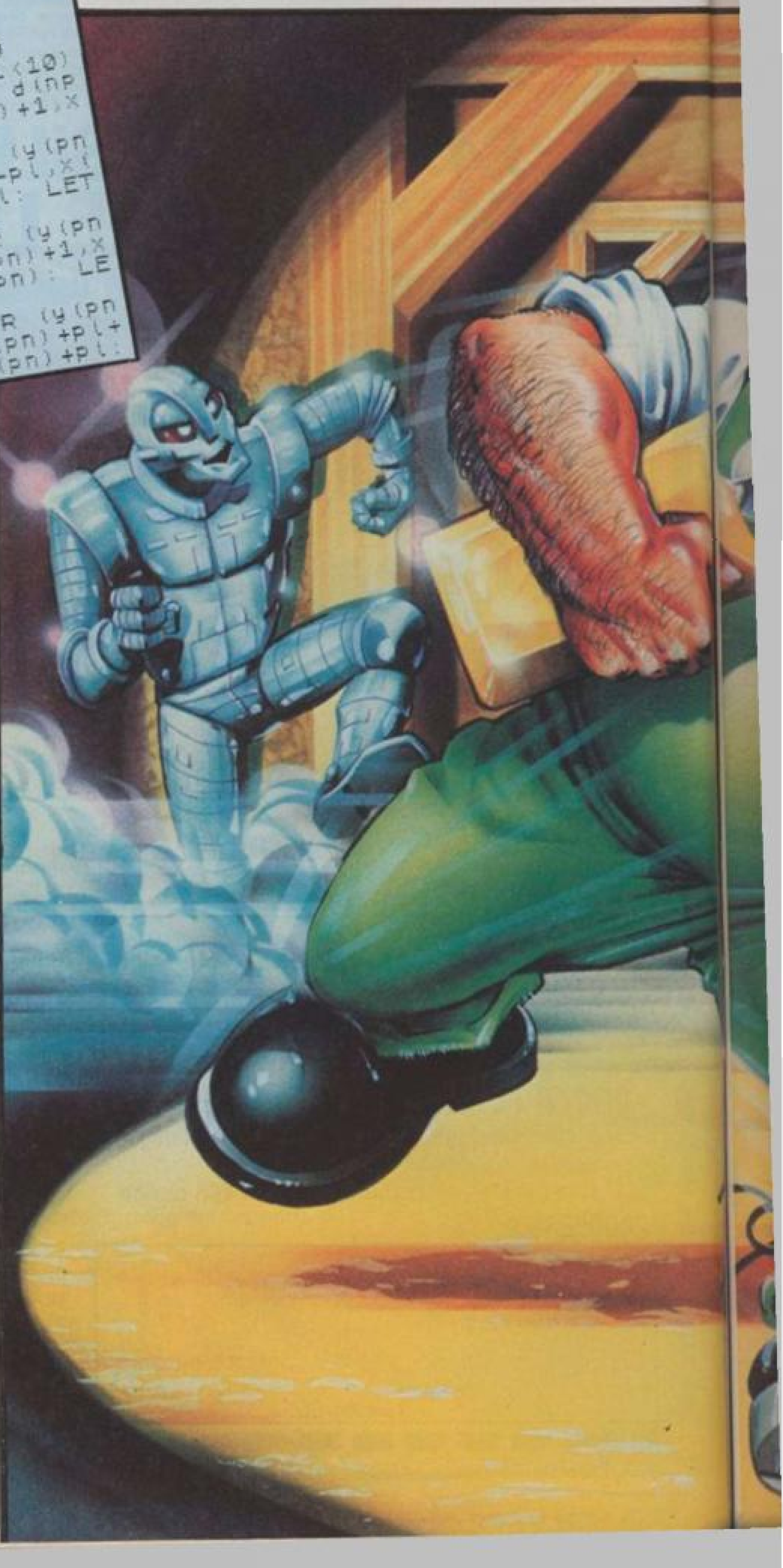
By now, most of you will have played or seen Matthew Smith's latest weird and wonderful Miner Willy epic from Software Projects, called *Jet Set Willy*. But did you know that Matthew had an idea which didn't quite make it into the final version of that number one hit game for the Spectrum? We bet you didn't!

Well, *Computer and Video Games* persuaded our Golden Joystick Award winner, Matthew, to give us an exclusive listing of the missing screen. And now we're passing it on to you — just for the price of this magazine. You can't say we're not generous! Matthew has been slaving away for a couple of weeks to get this game to you — we hope you like it!

As you already know, Miner Willy has been spending the cash he made down the mine and has purchased a vast mansion — complete with a housekeeper and a cook. Maria, the housekeeper, gives Willy a hard time about the mess his guests leave behind after a mammoth party in *Jet Set Willy*.

In our game, André the cook has waltzed off for the evening without leaving so much as a boiled egg for Willy to munch on! Anyway, our hero marches down to the kitchen to make himself a sandwich and comes face to face with the amazing technicolour man-eating pizzas! GASP!

Can you survive the onslaught of these nasty little doughy monsters? Dare you open Willy's kitchen door? Full instructions are included in Matthew's listing — let us know if you like it!



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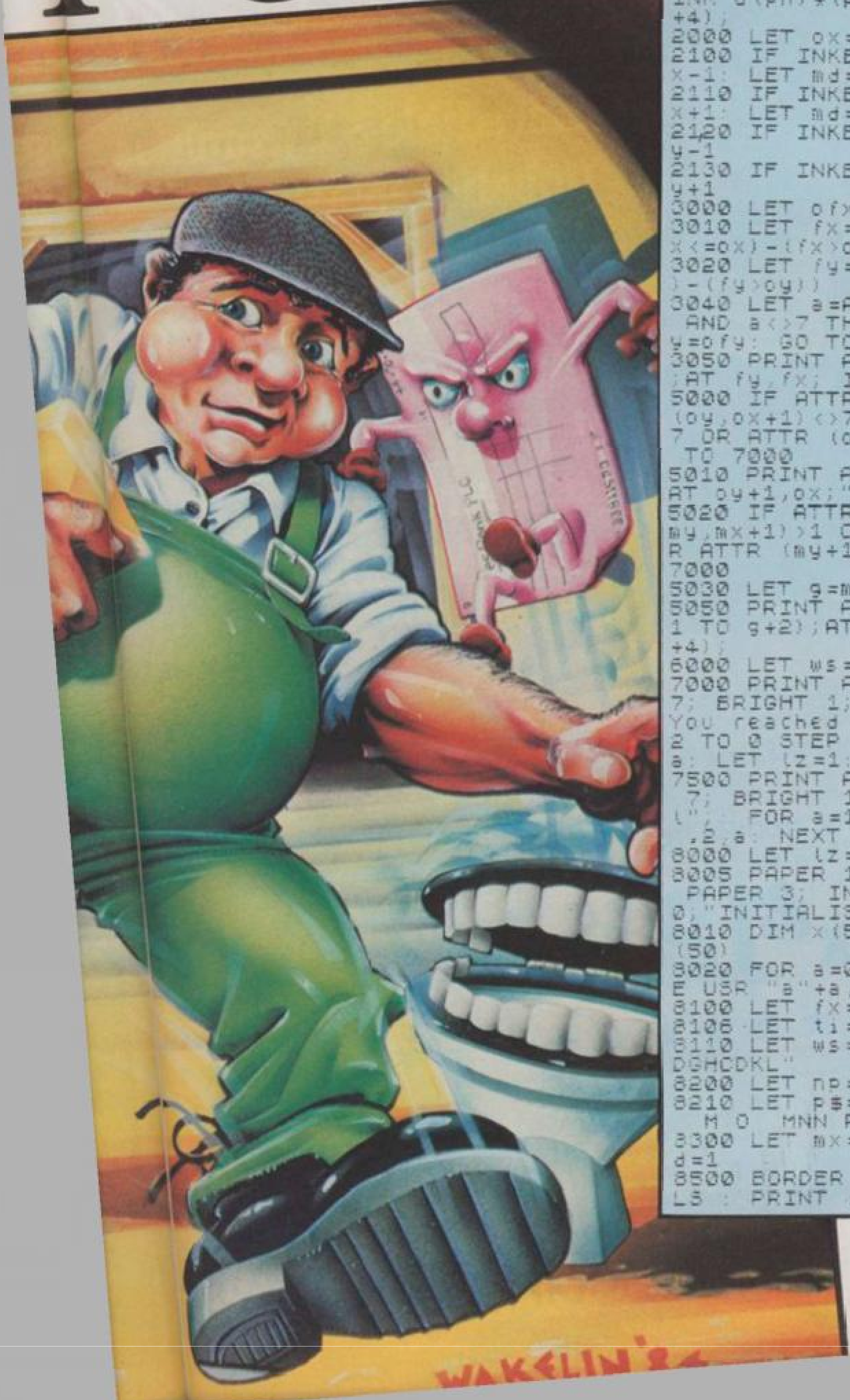

```
 LET x=x(pn): GO TO 1900
1230 IF ps=5 AND NOT (ATTR (y(pn
),x(pn)-pl) OR ATTR (y(pn)+1,x(p
n)-pl)) THEN LET y=y(pn): LET x=
x(pn)-pl: GO TO 1900
1300 LET ps=ps+4
1800 IF pl=1 THEN LET ps=0: GO T
O 2000
1805 LET x=x(pn): LET y=y(pn)
1810 LET y(pn)=y(pn)+(ps=8)-(ps=
6)
1820 LET x(pn)=x(pn)+(ps=7)-(ps=
9)
1900 LET a=ps*4-8
1910 PRINT AT y,x; INK d(pn)*(ps
<>7 AND ps<>8);p$(a+1); INK d(pn
)*(ps<8);p$(a+2);AT y+1,x; INK d
(pn)*(ps<>6 AND ps<>7);p$(a+3);
INK d(pn)*(ps<>6 AND ps<>9);p$(a
+4);
2000 LET ox=mx: LET oy=my
2100 IF INKEY$="o" THEN LET mx=m
x-1: LET md=0
2110 IF INKEY$="p" THEN LET mx=m
x+1: LET md=1
2120 IF INKEY$="q" THEN LET my=m
y-1
2130 IF INKEY$="a" THEN LET my=m
y+1
3000 LET ofx=fx: LET ofy=fy
3010 LET fx=fx+(ws OR np>10)*((f
x<=ox)-(fx>ox))
3020 LET fy=fy+(NOT ws)*((fy<=oy
)-(fy>oy))
3040 LET a=ATTR (fy,fx): IF a<>0
 AND a<>7 THEN LET fx=ofx: LET f
y=ofy: GO TO 4000
3050 PRINT AT ofy,ofx; INK 0;" "
;AT fy,fx; INK ws+2;"S";
5000 IF ATTR (oy,ox)<>7 OR ATTR
(oy,ox+1)<>7 OR ATTR (oy+1,ox)<>
7 OR ATTR (oy+1,ox+1)<>7 THEN GO
 TO 7000
5010 PRINT AT oy,ox; INK 0;"  ";
AT oy+1,ox;"  ";
5020 IF ATTR (my,mx)>1 OR ATTR (
my,mx+1)>1 OR ATTR (my+1,mx)>1 O
R ATTR (my+1,mx+1)>1 THEN GO TO
7000
5030 LET g=md*8+ws*4
5050 PRINT AT my,mx; INK 7;m$(g+
1 TO g+2);AT my+1,mx;m$(g+3 TO g
+4);
6000 LET ws=NOT ws: GO TO 1000
7000 PRINT AT 6,1; PAPER 2; INK
7; BRIGHT 1; FLASH 1;"Game over.
You reached level ";lz;: FOR a=1
2 TO 0 STEP -1: BEEP .2,a: NEXT
a: LET lz=1: GO TO 8100
7500 PRINT AT 6,12; PAPER 2; INK
 7; BRIGHT 1; FLASH 1;"Next Leve
l";: FOR a=12 TO 0 STEP -1: BEEP
 .2,a: NEXT a: GO TO 8100
8000 LET lz=1
8005 PAPER 1: INK 7: CLS : PRINT
 PAPER 3; INK 7; FLASH 1;AT 12,1
0;"INITIALISING"; FLASH 0
8010 DIM x(50): DIM y(50): DIM d
(50)
8020 FOR a=0 TO 151: READ n: POK
E USR "a"+a,n: NEXT a
8100 LET fx=1: LET fy=12
8106 LET ti=50*lz+1
8110 LET ws=0: LET m$="ABEFABIJC
DGHCDKL"
8200 LET np=0: LET ps=0
8210 LET p$="MN███N█P██OPM█O█OP
  M O  MNN P  "
8300 LET mx=15: LET my=11: LET m
d=1
8500 BORDER 2: PAPER 0: INK 4: C
LS : PRINT : PRINT
```

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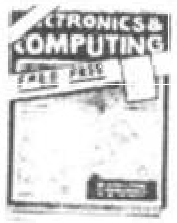
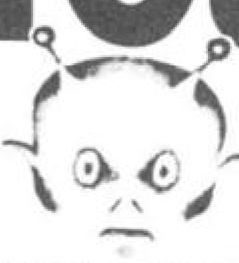
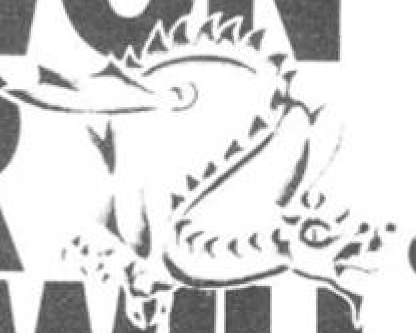
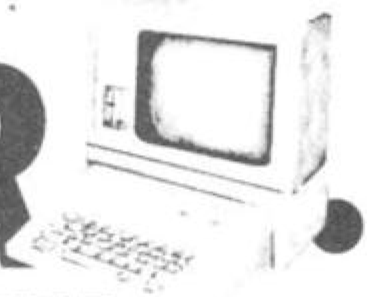
```
8600 PRINT TAB 19;"[illegible]"
8610 PRINT TAB 6;"[illegible]"
8620 PRINT TAB 6;"[illegible]"
8630 PRINT TAB 6;"[illegible]"
8640 PRINT
8650 PRINT TAB 3;"[illegible]"
8660 PRINT TAB 3;"[illegible]"
8670 PRINT TAB 3;"[illegible]"
8680 PRINT
8700 LET a$=". . . . . . .
 . . . . . . . . . .
 . . . .      Featuring the AMAZI
NG TECHNICOLOUR MUTANT PIZZA CRU
STS . . . . . . . . .
 . . ."
8710 RESTORE 9300: FOR a=0 TO LE
N a$-32: PRINT PAPER 0; INK a-IN
T (a/4)*4+4;AT 18,0;a$(a+1 TO a+
32);: IF a/3=INT (a/3) THEN READ
 n
8720 BEEP .01,n: LET n=n-12: IF
INKEY$="" THEN NEXT a
8800 PAPER 6: INK 1: PRINT AT 0,
0;"00000000000000000000000000000
000";: FOR a=0 TO 19: PRINT "0";
 PAPER 0; INK 0;"
                  "; INK 1; PAPER 6
;"0";: NEXT a: PRINT "0000000000
0000000000000000000000";
8810 PAPER 0: PRINT AT my,mx; IN
K 7;"  ";AT my+1,mx;"  "
8900 PRINT AT 0,29; INK 1; PAPER
 7;lz;" "
8999 GO TO 1000
9199 REM Character Data
9200 DATA 1,3,31,2,7,3,1,3
9201 DATA 128,192,248,192,192,19
2,128,192
9202 DATA 1,3,31,3,3,3,1,3
9203 DATA 128,192,248,64,224,192
,128,192
9204 DATA 7,15,31,63,51,1,1,3
9205 DATA 240,248,252,236,192,12
8,128,128
9206 DATA 15,31,63,55,3,1,1,1
9207 DATA 224,240,248,252,204,12
8,128,192
9208 DATA 7,7,7,6,3,22,28,8
9209 DATA 96,96,96,224,192,120,2
4,16
9210 DATA 6,6,6,7,3,30,24,8
9211 DATA 224,224,224,96,192,104
,56,16
9212 DATA 3,15,63,63,127,127,255
,255
9213 DATA 192,240,252,252,254,25
4,255,255
9214 DATA 255,255,127,127,63,63,
15,3
9215 DATA 255,255,254,254,252,25
2,240,192
9216 DATA 255,85,255,119,255,85,
255,221
9217 DATA 95,175,95,175,250,245,
250,245
9218 DATA 165,66,90,126,189,24,3
6,66
9300 DATA 4,4,4,4,2,0,0,-1,-3,-3
,0,4,9,9,9,9,7,5,5,4,2,2,4,5,4,5
,4,3,5,4,4,2,0,0,-1,-3,-1,-1,-1,
-1,0,-1,-3,0,4,9,99
9310 PAPER 7: INK 0: FOR a=0 TO
151: POKE USR "a"+a,PEEK (15880+
a): NEXT a
9400 REM instructions
9410 PAPER 1: INK 7: BORDER 5: C
LS
```

```
9420 PRINT "          Andre's Night
 Off"
9425 PRINT "          ------------
----"
9430 PRINT "Andre, the chef from
the"
9440 PRINT "mansion, has been gi
ven the"
9450 PRINT "night off."
9470 PRINT "But a deadly lobster
and the"
9480 PRINT "amazing technicolour
mutant"
9490 PRINT "pizza crusts have ta
ken over"
9495 PRINT "his kitchen."
9500 PRINT "You must steer Andre
out of"
9510 PRINT "harm's way, avoiding
the"
9520 PRINT "pizza crusts and lob
ster"
9525 PRINT "for as long as possi
ble."
9530 PRINT "Your target time tic
ks away"
9540 PRINT "on the top left of t
he screen."
9550 PRINT "But if you survive,
the time"
9560 PRINT "will increase on the
next"
9570 PRINT "level!!"
9580 PRINT
9590 PRINT "          A-down  Q-up
          O-left  P-ri
ght"
9600 PRINT
9880 PRINT "        Press any key t
o start": PAUSE 0
9900 RETURN
```

IN  YOU WON'T FIND  OR . BUT YOU WILL DISCOVER HOW TO PREVENT , CONTROL YOUR , OR TALK TO THE WITH YOUR .

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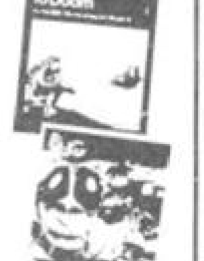

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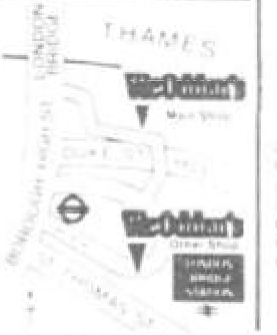

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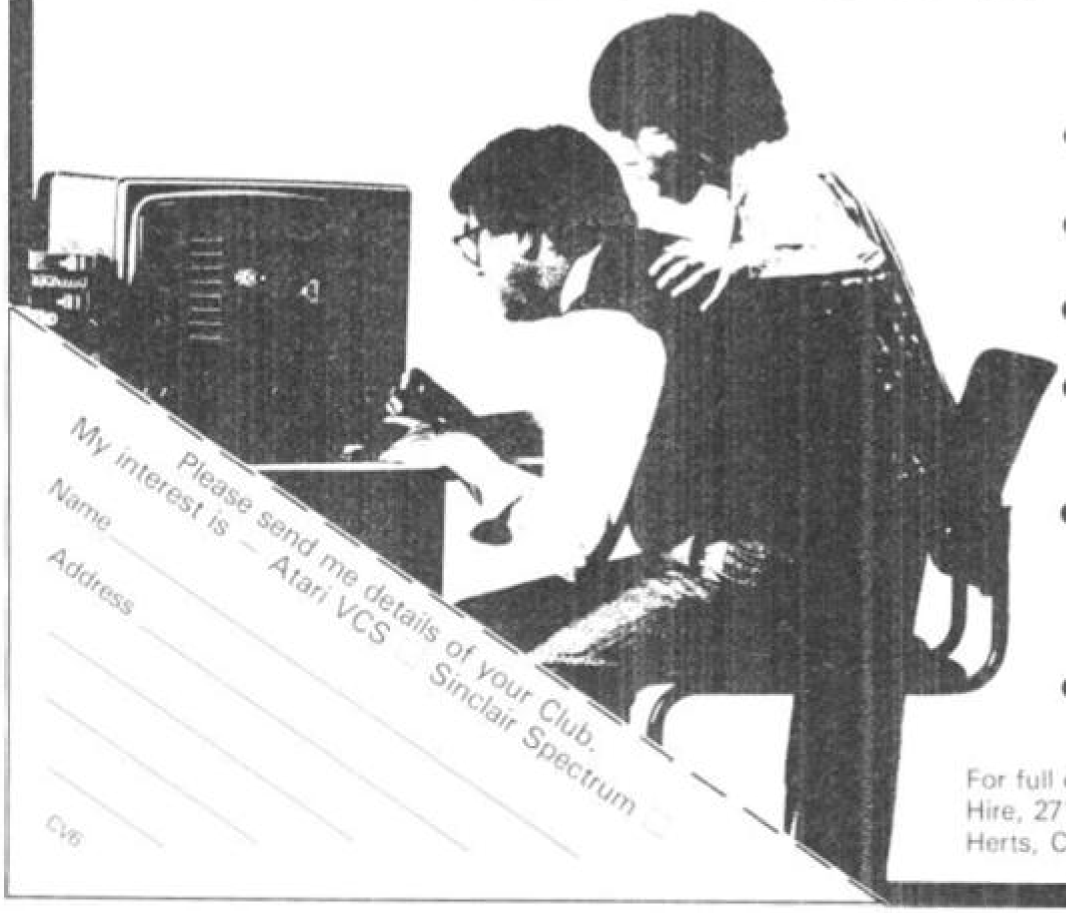

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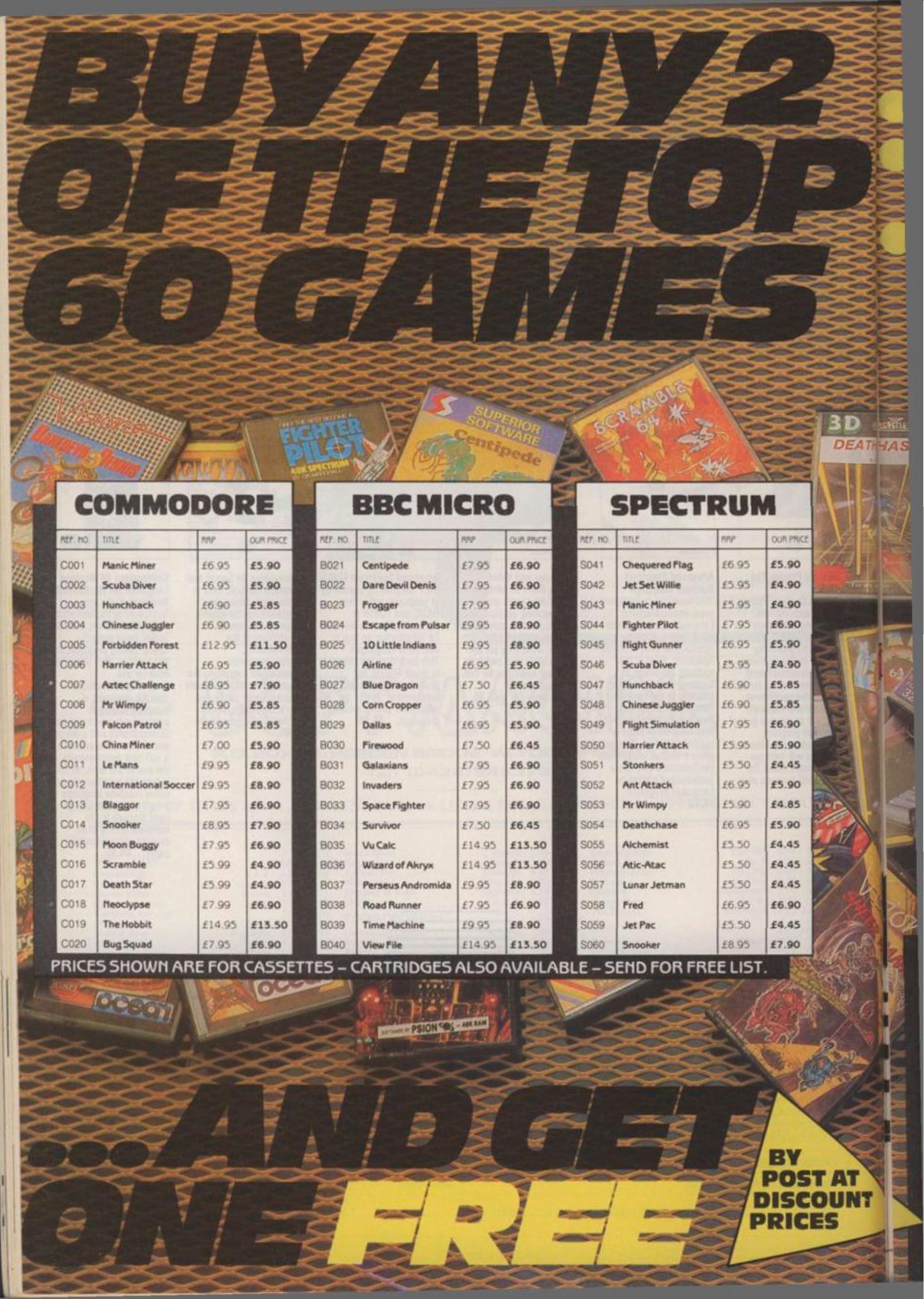

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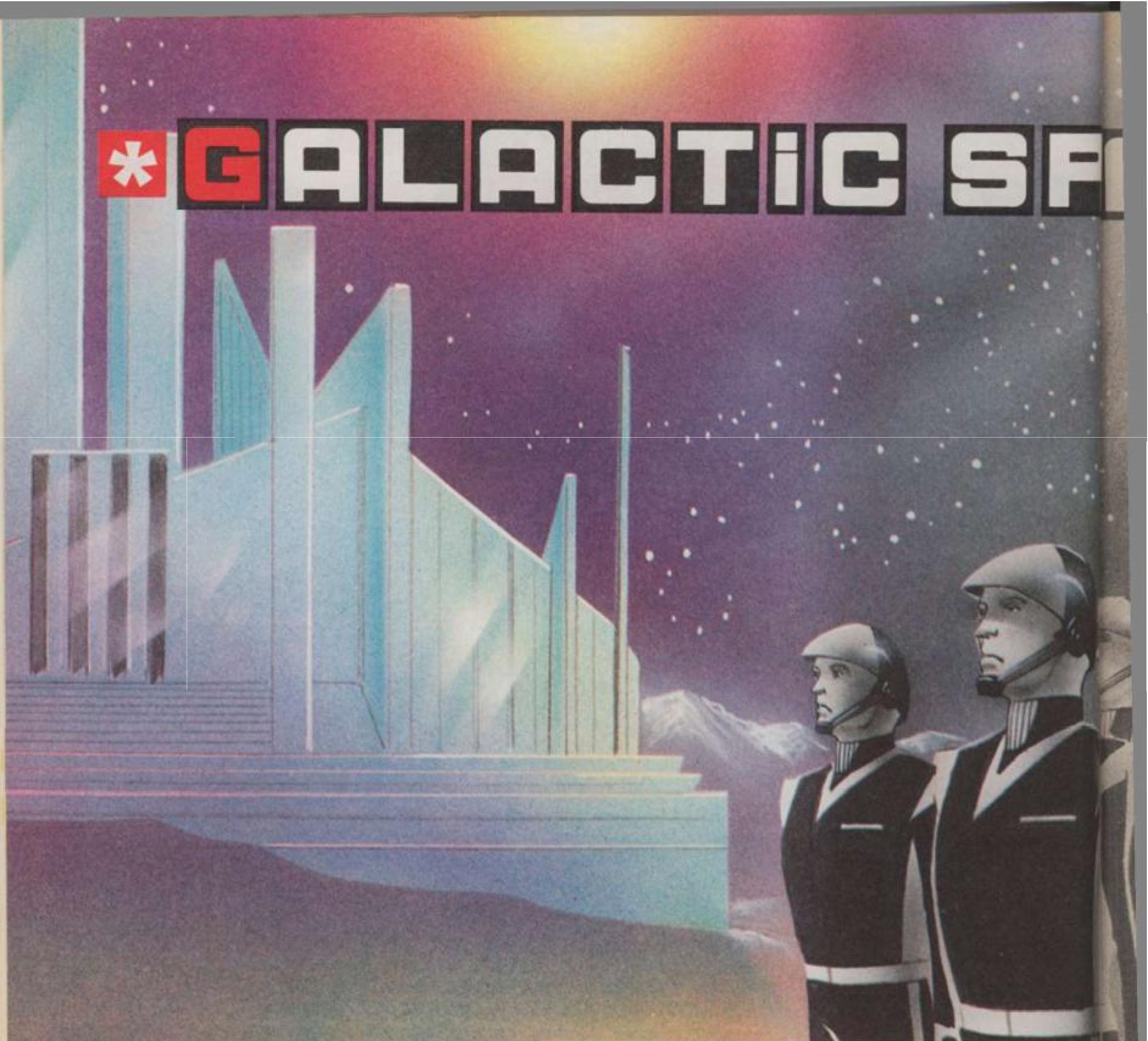

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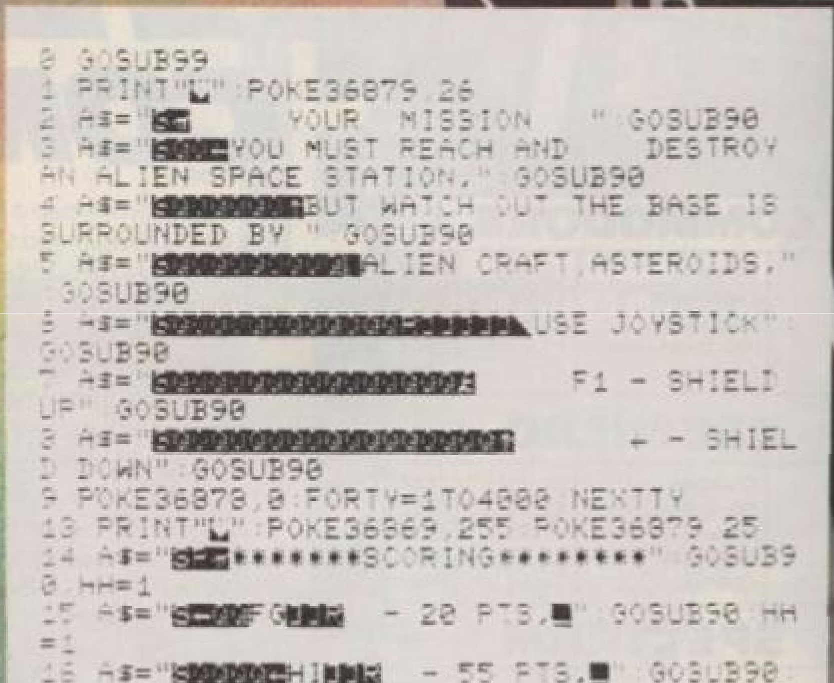

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1 PRINT"█":POKE36879,26
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AN ALIEN SPACE STATION.":GOSUB90
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5 A$="███████████ALIEN CRAFT,ASTEROIDS."
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6 A$="████████████████████USE JOYSTICK":
GOSUB90
7 A$="██████████████████      F1 - SHIELD
UP":GOSUB90
8 A$="████████████████████        ← - SHIEL
D DOWN":GOSUB90
9 POKE36878,0:FORTY=1TO4000:NEXTTY
13 PRINT"█":POKE36869,255:POKE36879,25
14 A$="███********SCORING*********":GOSUB9
0:HH=1
15 A$="█████G███  - 20 PTS.█":GOSUB90:HH
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16 A$="██████HI███  - 55 PTS.█":GOSUB90:
HH=1
17 A$="████████WX███  - 500 PTS.█":GOSUB
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PACE ACADEMY

```
18 A$="■■■■■■■■■■OSR■■   - 250 PTS.■":GOS
UB90:HH=1
19 A$="■■■■■■■■■■■ T■■■   - 100 PTS.■":G
OSUB90:HH=1
20 A$="■■■■■■■■■■■■■K■■■■L M■■■   - 30 PTS
.■":GOSUB90:HH=1
21 A$="■■■■■■■■■■■■■■■ O■■■   - 1000 PTS
.■":GOSUB90:HH=1
22 A$="■■■■■■■■■■■■■■■■■P■■■   - 25 PTS.
■":GOSUB90:HH=1
23 A$="■■■■■■■■■■■■■■■■■■■■YZ■■■   - 200
PTS.                 ■+ENERGY■":GOSUB90:HH=

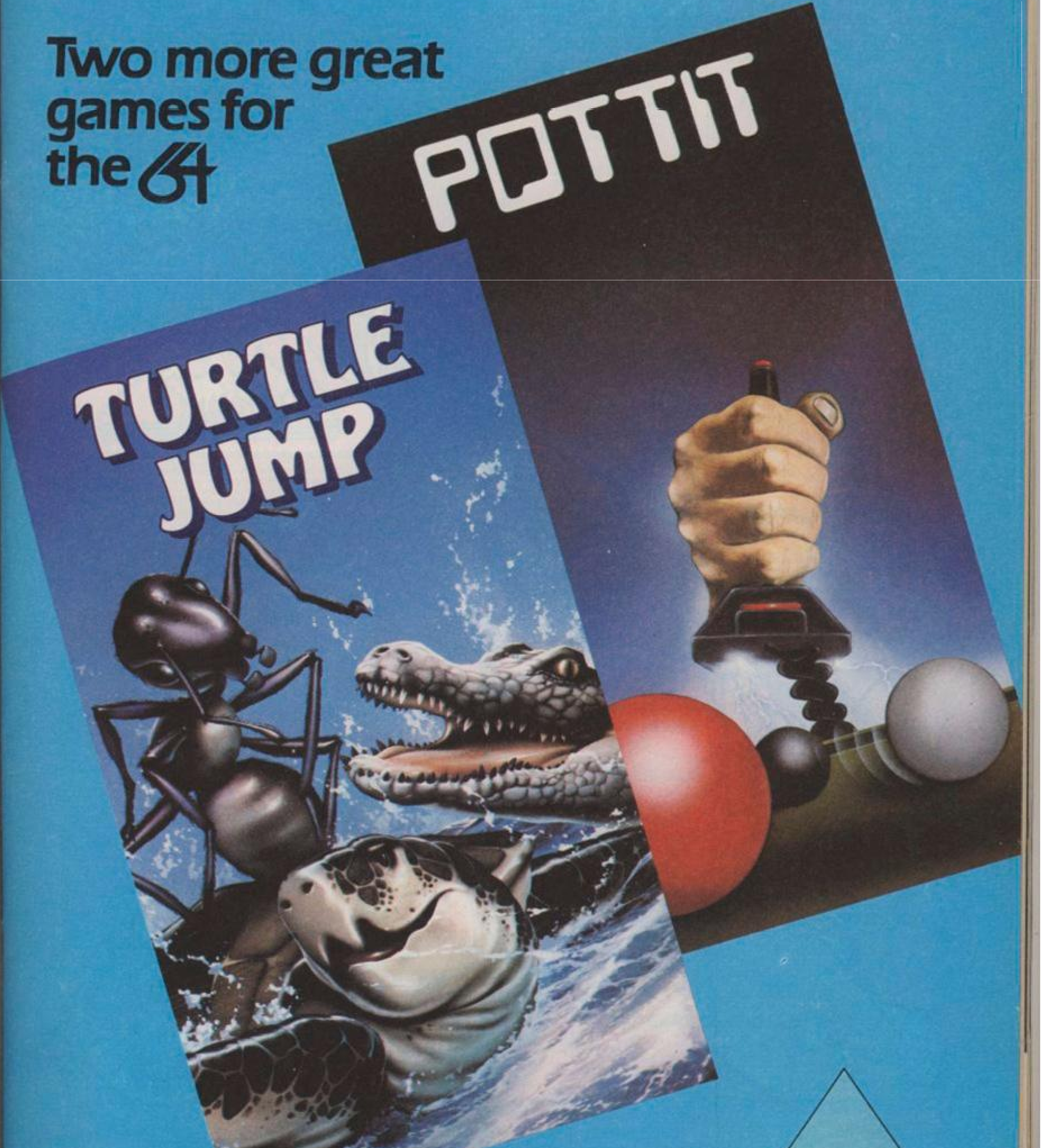
24 POKE36878,0
25 FORT=1TO5000:NEXTT
26 PRINT"■":POKE36869,240
28 POKE36879,27:NEW
90 FORF=1TOLEN(A$):POKE36876,ASC(MID$(A$
,F,1))+90:FORG=0TO1:POKE36878,G*3
91 PRINTLEFT$("■■■■■■■■■■■■■■■■■■■■■■",G
*2-2);LEFT$(A$,F)
92 NEXTG,F:RETURN
99 G=214
100 FORT=7168TO7168+G:READD:POKET,D:NEXT
102 DATA132,66,33,16,192,48,0,0,4,4,36,1
48,0,3,36,96
103 DATA17,34,68,136,3,12,64,128,240,1,5
0,192,16,33,66,132
104 DATA1,0,16,0,148,36,4,4,15,128,12,3,
168,84,34,17
105 DATA3,30,241,121,14,19,33,64,192,120
,143,156,112,200,132,2
106 DATA128,71,60,225,60,71,131,1,1,226,
60,135,60,226,193,128,0,2,4,8,48,112,32,
0
107 DATA1,39,63,63,255,255,255,255,127,3
1,63,63,63,31,15,0
108 DATA240,248,248,248,240,224,192,0,22
4,240,248,254,254,254,254,254
109 DATA8,60,60,30,4,0,0,0,56,126,255,12
6,254,248,60,8
110 DATA0,0,2,7,9,255,9,2,0,0,32,224,144
,255,144,64,112,32,210,255,126,255,126,1
89
111 DATA0,16,56,112,32,0,0,0
112 DATA0,0,0,0,0,0,0,0,0,64,32,16,12,14
,4,0
113 DATA48,125,215,199,109,56,16,16,12,1
90,235,227,182,28,28,8
114 DATA0,15,31,15,64,240,0,0,0,222,252,
252,128,3,6
115 RETURN
```

```
1 POKE36869,255:XY$="█    ██████   █"
2 A$="████████████████████":AB=14:BC=3:C
D=19:DE=6:WA=INT(RND(1)*15)
3 LI=3:JH=20:RP=0:FP=0:G=8:S1=36878:S2=S
1-2:S3=S1-1
4 COL=30720:TI$="000000":SC=0:V=INT(RND(
1)*100)
5 PLO=0:GOSUB100
6 PLO=0
7 UI=INT(RND(1)*5):X%=INT(RND(4)*19):Y%=
INT(RND(12)*16)
8 IFY%>19ORY%<6THENY%=10
9 REM
10 A=PEEK(37137)AND2+5
11 POKE37154,127:S7=-((PEEK(37152)AND128
)=0):POKE37154,255
12 PP=PEEK(37137):S4=-((PPAND8)=0):S5=((
PPAND16)=0):S6=((PPAND4)=0)
13 XX=S5+S7:YY=S6+S4
20 LB=LB(XX+1,YY+1)
21 X1=0:Y1=0
22 IFA=0THEN62
23 IFLB=4THENY1=1
24 IFLB=0THENY1=-1
25 IFLB=6THENX1=-1
26 IFLB=2THENX1=1
27 IFPEEK(197)=39THENGOTO900
28 IFPEEK(197)=8THENGOTO915
30 PRINTLEFT$(A$,Y%)SPC(X%);XY$
31 Z=Z+5:IFZ<5THEN48
32 Z=0
33 PRINT"█"TAB(10)"████████████ | ███T"
47 X%=X%+RND(1)*3-1+XX:Y%=Y%+RND(1)*2+YY
48 IFX%>ABORX%<BCORY%>CDORY%<DETHEN7
55 GOSUB1045
58 PRINTLEFT$(A$,Y%)SPC(X%);AA$;
59 IFPLO=1THENPLO=0:GOTO900:GOTO10
60 GOTO10
62 C1$="█J":C2$="█V":K=250:GOSUB80
63 C1$="█ █":C2$="█ █":K=250:GOSUB80
64 GOSUB950
65 GOTO10
80 POKES1,15:FORI=0TO10
81 PRINTLEFT$(A$,20-I)SPC(I);C1$;SPC(20-
I*2);C2$;
82 POKES3,K-I
83 NEXT:JH=2:RP=RP+1:GOSUB110
84 POKES1,0:POKES3,0:RETURN
100 PRINT"█":FORT=7680TO8190:POKET,160:N
EXT:POKE36879,8
101 PRINT"████SCORE:"SC:PRINT"█████WARP"
WA
102 PRINT"████VECTOR:█";V:PRINT"███LIV
ES:█"LI
103 PRINT"█──────────────────────"
104 FORI=1TO17:PRINTCHR$(11):NEXT
105 PRINT"█──────────────────────"
106 PRINT"███ENERGY:█████████████████████"
107 DEFFNR(X)=INT(RND(1)*X+1):FORI=1TO50
:A=FNR(345)+7746:POKEA,174:POKEA+COL,FNR
(6):NEXT
109 REM
110 IFRP>4THENGOTO115
111 PRINT"█"TAB(10)"████████████ | ███T"
112 IFJK=1THENGOTO10
114 RETURN
115 FP=FP+1
116 FORT=8163-FPTO8142
117 POKET,160
118 POKECOL,1:POKET+COL,1
119 RP=0
120 IFPEEK(8149)=160THENGOTO30000
150 IFJK=1THENGOTO10
151 RETURN
900 REM
904 POKES1+1,10:PLO=1:PL=1:RP=RP+2:GOSUB
110
905 GOTO10
915 POKES1+1,8:PLO=0:PL=0:GOTO10
```

```
950 IFX%=10ANDY%=10THENGOTO955
951 IFX%=10ANDY%=9THENGOTO955
952 IFX%=11ANDY%=9THENGOTO955
953 IFX%=11ANDY%=10THENGOTO955
954 RETURN
955 SC=SC+B
1010 PRINT"███SCORE:"SC
1011 PRINTMID$(H$,INT(RND(1)*8)+1,1)"█"T
AB(10)"██████████ZAB█████CDE"
1012 POKES1,0:POKES1,15:POKES3,147:FORL=
1TO300:NEXT
1013 POKES3,0:POKES1,0
1016 PRINT"█"TAB(10)"██████████
█████████████████              █████████"
1017 GOTO7
1020 RETURN
1045 IFTI$>"000225"THENGOTO7000
1046 IFTI$>"000150"THENGOTO5000
1047 IFTI$>"000100"THENGOTO1997
1048 IFZA=1THEN1059
1049 IFGP=1THEN2006
1050 IFSC>10000ORTI$>"000100"THEN1998
1051 B$="████████████CRAFT███████████APPR
OACHING"
1052 GOSUB9000:ZA=1
1059 IFUI=1THENAA$="█Q3R":B=1500
1060 IFUI=2THENAA$="█HI":B=55
1070 IFUI=3THENAA$="█FG":B=20
1080 IFUI=4THENAA$="█WX":B=500
1081 IFUI>4ORUI<1THENAA$="█T":B=100
1090 RETURN
1995 REM****ASTEROID BELT****
1997 IFGP=1THEN2006
1999 V=V+INT(RND(1)*40):GOSUB3000
```

ROMIK PRESENTS

Two more great games for the 64



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HELL GATE on the 64 is certainly no REVENGE or HOVER BOVVER, being the VIC 20 code tweaked to run on this system. However we are offering it at a bargain price to those who like an unusual shoot-'em-up, fans of Gridrunner and Matrix should enjoy themselves and the game is challenging to all. Available for Commodore 64 **£5.00** and VIC-20 **£6.**

MATRIX

Jeff Minter has taken Gridrunner – the game that topped bestseller charts in USA and UK – and created an awesome sequel.
Graphically superb, it features multiple screens, new aliens and attack waves, mystery bonuses, renegade humanoids, deflexor fields, diagonal tracking countdown/panic phase and much, much more ...
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LASER ZONE

Experience Laser Zone – an utterly NEW totally ORIGINAL masterpiece of Video games design. Learn to control two spaceships at once. Feel the EXHILARATION as, after long hours of practice, you control the two ships so that they function as a smooth, co-operative team! Feel the raw POWER as you lunge for the electro button and BLAST your enemies into expanding clouds of SPACE JUNK!! Feel the humiliation as a carelessly aimed BLAST slams into the side of your last remaining ship!! 8K expansion required. Available for Commodore 64 **£7.50** and VIC-20 **£6.**

METAGALACTIC LLAMAS BATTLE AT THE EDGE OF TIME

A fast and original game for the unexpanded VIC. Challenging and colourful, with good sonics and a unique game action and design, this promises to be the most exciting new 3.5K VIC game since the introduction of GRIDRUNNER nearly a year ago. £5.50

ATTACK of the MUTANT CAMELS

Planet earth needs you! Hostile aliens have used genetic engineering to mutate camels from normally harmless beasts into 90 foot high, neutronium shielded, laser spitting death camels!! Can you fly your tiny, manoeuvrable fighter over the mountainous landscape to weaken and destroy the camels before they invade the humans stronghold! You must withstand withering laser fire and alien UFOs. Game action stretches over 10 screen lengths and features superb scrolling, scanner 1/2 player actions and unbelievable animation! Play this game and you'll never be able to visit a zoo again without getting an itchy trigger finger! Awesome m/c action! Available for Commodore 64 **£7.50.**

HOVER BOVVER

A totally original arcade game for C64 featuring outstanding graphics and a sound track created by a professional Piano Wizard. Gordon Bennet has borrowed his neighbour's Air-Mo lawnmower. Mow your way through as many of the 16 lawns as you can before the pursuing neighbour retrieves his mower. Set your dog onto the neighbour to help you out of tight spots and don't annoy the gardener. Try not to plough through the neat flower beds or overheat your mower! **£7.50**

GRIDRUNNER

Finally true arcade quality on the unexpanded VIC! Shoot down the segmented DROIDS invading the grid. Beware of the pods and zappers! The awesome speed, sound, and graphics gives you the best blast available for unexpanded VIC. Available for VIC-20 **£5.00** Commodore 64 **£5.00** Atari 400/800 **£7.50**

REVENGE OF THE MUTANT CAMELS

At last the long awaited sequel to Attack of the Mutant Camels is available. You are controlling a ninety foot high, neutronium shielded lazer spitting death camel, leading a rebellion against your evil Zzyaxian overlords. The game features beautiful smooth scrolling graphics and no less than 42 different attack waves, more than any game in video history. The challenge of play will last for months as you battle to see what's on the next wave. **£7.50**

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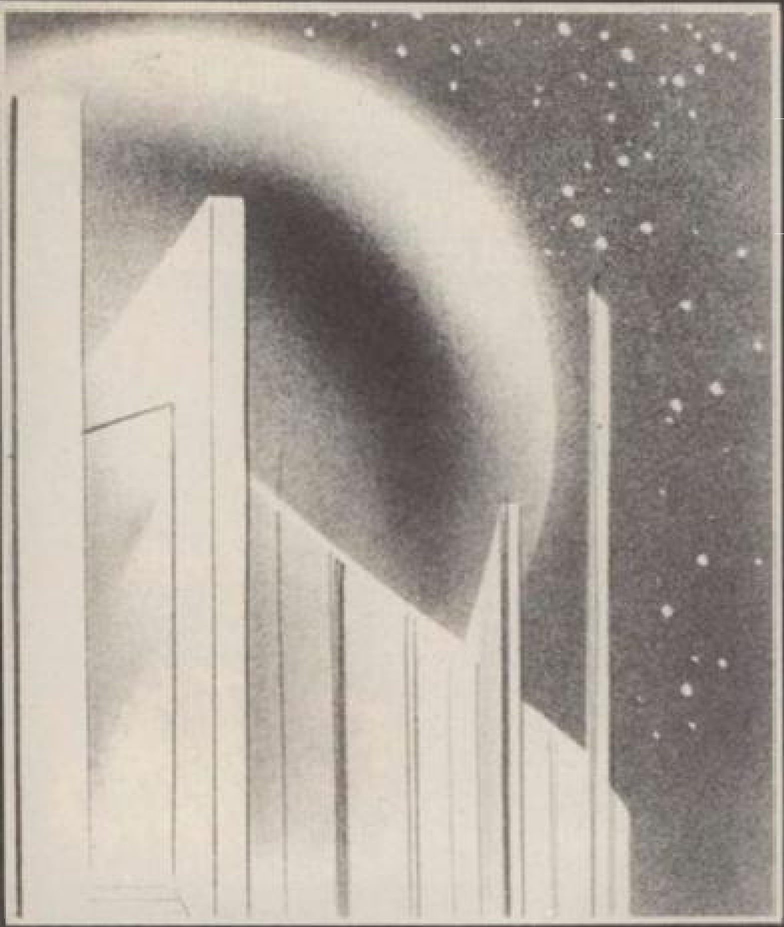

```
1999 B$="ENTERING ASTEROID
BELT":GP=1:GOSUB9000
2006 IFUI=1THENAA$="0":B=1000
2007 IFUI=2THENAA$="P":B=25
2008 IFUI<1ORUI>4THENAA$="YZ":B=200:RP=
RP-100
2009 IFUI=3THENAA$="KNLM":B=30
2019 RETURN
3000 PRINT"VECTOR ";V:RETURN
5000 REM****CRAFT INTERCEPTING****
5008 IFDF=1THEN5016
5009 B$="CRAFT ON
INTERCEPT COURSE"
5010 DF=1:GOSUB9000
5016 IFUI<2THENAA$="QSRQSRFG
FG":XY$="                              ":
U=1
5017 I=INT(RND(1)*20):IFI>20THENI=12
5018 IFI<18THENRETURN
5019 POKES1,15
5020 POKES2,229
5021 FORI=1TO200:NEXT:POKES2,0
5022 IFPL=0THENLI=LI-1:GOTO5024
5023 RETURN
5024 IFLI=0THEN30010
5025 PRINT""TAB(11)"LIVES "LI
5026 RETURN
5027 Z=0
5030 RETURN
7000 POKES1,0:PRINT"":POKES1+1,25:POKE
S1,15
7001 AA$="
OR
"
7002 POKES1,15:IFSC>HITHENHI=SC:POKE7966
,6:POKE7966,0:POKE7967,7:POKE7967,0
7003 PRINTTAB(10);"
";AA$:IFLO=1THENRETURN
7004 A$="  W E L L   D O N E !!!":GOSU
B7040
7005 A$="YOU MANAGED TO REACH":GOSU
B7040
7006 A$="THE SPACE  STATION !":GO
SUB7040
7007 A$=" YOUR SCORE :":PRINTTAB
(12)"";SC:GOSUB7040
7008 A$="HIGH SCORE :":PRINTT
AB(12)"";HI:GOSUB7040
7009 A$="YOUR RANK IS :":G
OSUB7040
7010 PRINT"
"
7011 PRINT"
":GOSUB8000
7012 IFSC<200THENA$="
PRIVITE":GOSUB7040
7013 IFSC>199ANDSC<700THENA$="
CAPTAIN":GOSUB7040
7014 IFSC>699ANDSC<3000THENA$="
GENERAL":GOSUB7040
7015 IFSC>2999ANDSC<5000THENA$="
PATROL LEADER":GOSUB7040
7016 IFSC>4999ANDSC<6000THENA$="
SHARP SHOOTER":GOSUB7040
7017 IFSC>5999ANDSC<8000THENA$="
ADMIRAL":GOSUB7040
7018 IFSC>7999ANDSC<9000THENA$="
WING COMMANDER":GOSUB7040
7019 IFSC>8999ANDSC<10000THENA$="
GALACTIC CHEIF":GOSUB7040
7020 IFSC>20000THENA$="
GALACTIC MARSHAL":GOSUB7040
7021 A$="ANOTH
ER GO ? (Y/N)":GOSUB7040:HH=1
7022 POKES1,0:GETAB$:IFAB$=""THEN7022
7023 IFAB$="Y"THENRUN
7024 IFAB$="N"THENPOKES1+1,27:PRINT"":E
ND
7040 FORF=1TOLEN(A$):POKES2,ASC(MID$(A$,
F,1))+95
7041 IFHH=1THEN7022
7043 FORG=1TO1:POKES1,G*3
7044 PRINTLEFT$("
",G*3+2);LEFT$(A$,F)
7046 NEXTG,F
7049 RETURN
7052 IFO=1THENTI$="000000"
7059 END
8000 POKE7988,6:POKE7988+COL,0:POKE7989,
7:POKE7989+COL,0
8001 POKE8008,6:POKE8008+COL,0:POKE8009,
7:POKE8009+COL,0:RETURN
9000 FORN=0TO4:PRINTB$:POKES1,15
9001 POKES2,195
9002 FORL=0TO300:NEXT
9005 PRINT"
"
9006 POKES2,0:FORL=0TO200:NEXTL,N
9007 PRINT"
"
9009 POKES1,0:RETURN
30000 IFSC>HITHENHI=SC
30004 POKE36879,25
30005 A$="  B A D   L U C K !!!":GOSU
B7040:IFPG=1THENGOTO30011
30007 A$="YOUR ENERGY RAN OUT.":GOS
UB7040:KK=1
30008 A$="YOUR REACTER EXPLODED":
GOSUB7040
30009 GOSUB7007
30010 PG=1:GOTO30000
30011 A$=" YOUR LUCK RAN OUT":GOSUB7
040
30012 A$="YOU WERE SHOT DOWN.":GO
SUB7040
30013 GOSUB7007

READY.
```

PROGRAM STRUCTURE

3-5	Variables
9-28	Controls
62-83	Firing
950-955	Scoring
7000-50	Success
8000-50	Failure

VARIABLES

SC — Score
HI — Hi-score
TI — Time
RP — Energy
UI — Alien type
F1 — Shield up
Left Arrow — Shield down

the LLAMA has LANDED!

...... and it's breeding fast.

Once upon a time, only Commodore owners could experience the thrill of playing an original game by Jeff 'Awesome' Minter. Lesser mortals could only sit and stare in wonderous rapture at the furry arcade action brought to you by Llamasoft.

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48K SPECTRUM

METAGALACTIC LLAMAS BATTLE AT THE EDGE OF TIME

On a forlorn observation post at the edge of the galaxy, the Metallamas wait for a sign of Zzyaxian spaceships. Suddenly the alarm claxons blare, and the furry friends of freedom rush to the fore only to find that there are no attacking spaceships, and that they are under attack from Cyborg Arachnid Mutants and Disgusting Weeviloids....

This classic arcade game, originally developed by Jeff 'Awesome' Minter of Llamasoft, features 1 and 2 player options, spitting Llamas, Cyborg Arachnid Mutants, Disgusting Weeviloids, 99 levels of play. Joystick recommended. Supports Spectrum ZX Interface 2 and Kempston joysticks.

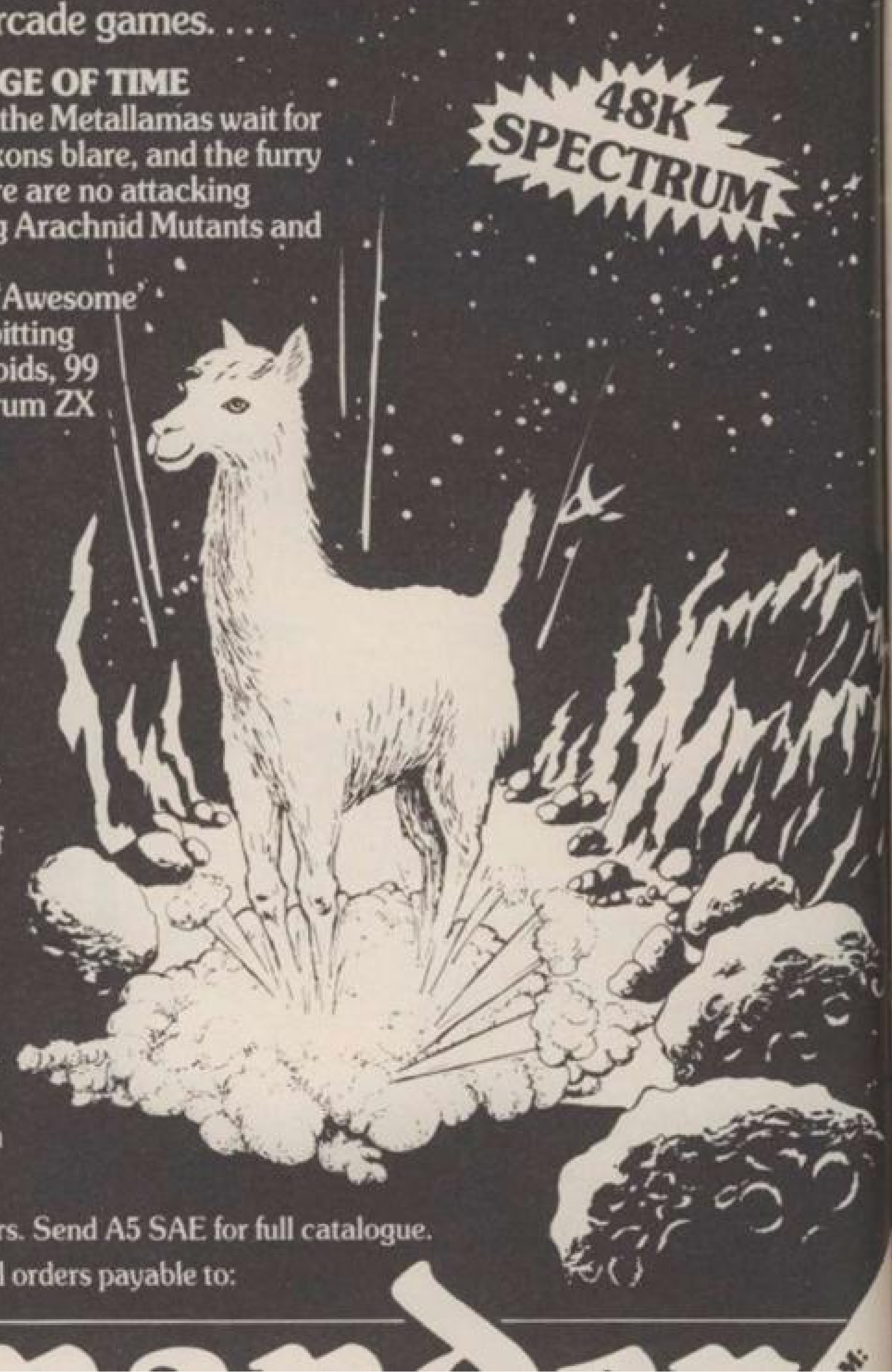
MATRIX: GRIDRUNNER II

It is ten years after the infamous Grid Wars, and humanity is once again threatened by the evil droids, only this time they're back in force with new weapons and new allies.

The awesome sequel to the best selling Gridrunner, Matrix features all the old favourites like Droids and Zappers, but increases the panic quotient by adding Diagonal waves, Cosmic Cameloids, Energy deflexors, the Snitch and more.

Game originally developed by Jeff 'Awesome' Minter of Llamasoft. Joystick recommended. Supports Kempston and AGF joystick interfaces.

In space, only the camels can hear you scream.



What some famous people have said ...

"What's an arcade game	Aristotle
"Awesome"	Jeff Minter
"I prefer elephants"	Hannibal
"Don't shoot me, I'm only the piano player"	Elton John
"Boing"	Zebedee

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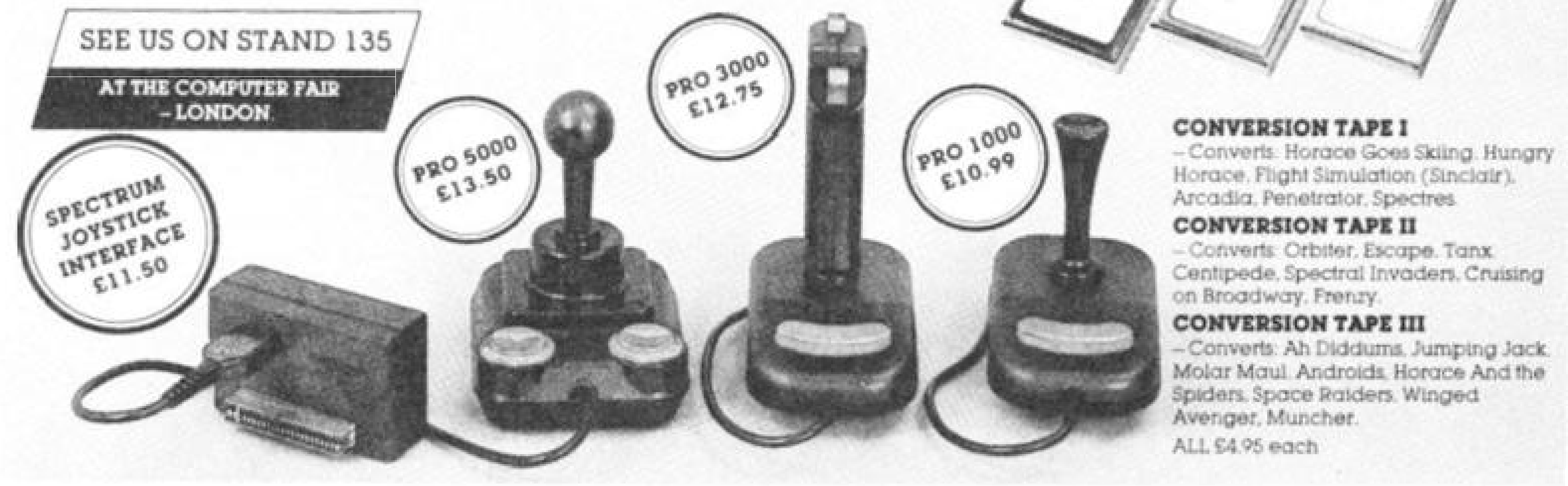
Some games you can buy were produced before Joysticks were available for the ZX Spectrum. With the aid of Kempston conversion tapes these games can now be played with any of the Kempston range of joysticks.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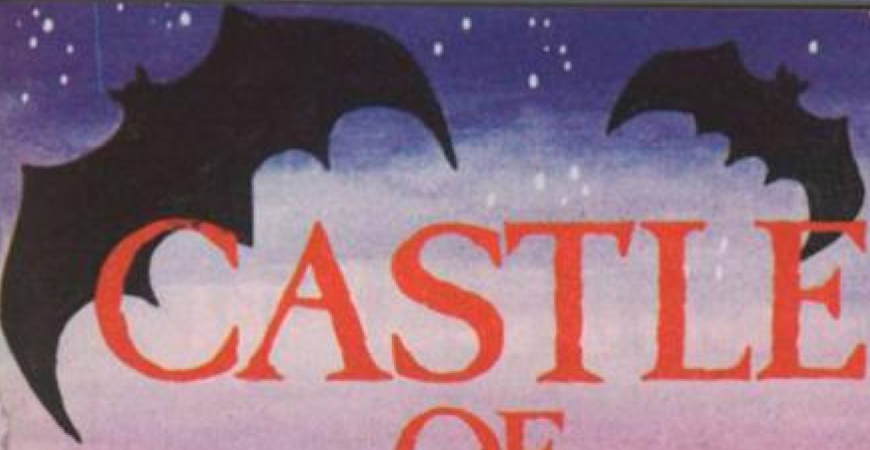


CASTLE OF DOOM

RUNS ON A COMMODORE 64

BY MELBOURNE HOUSE

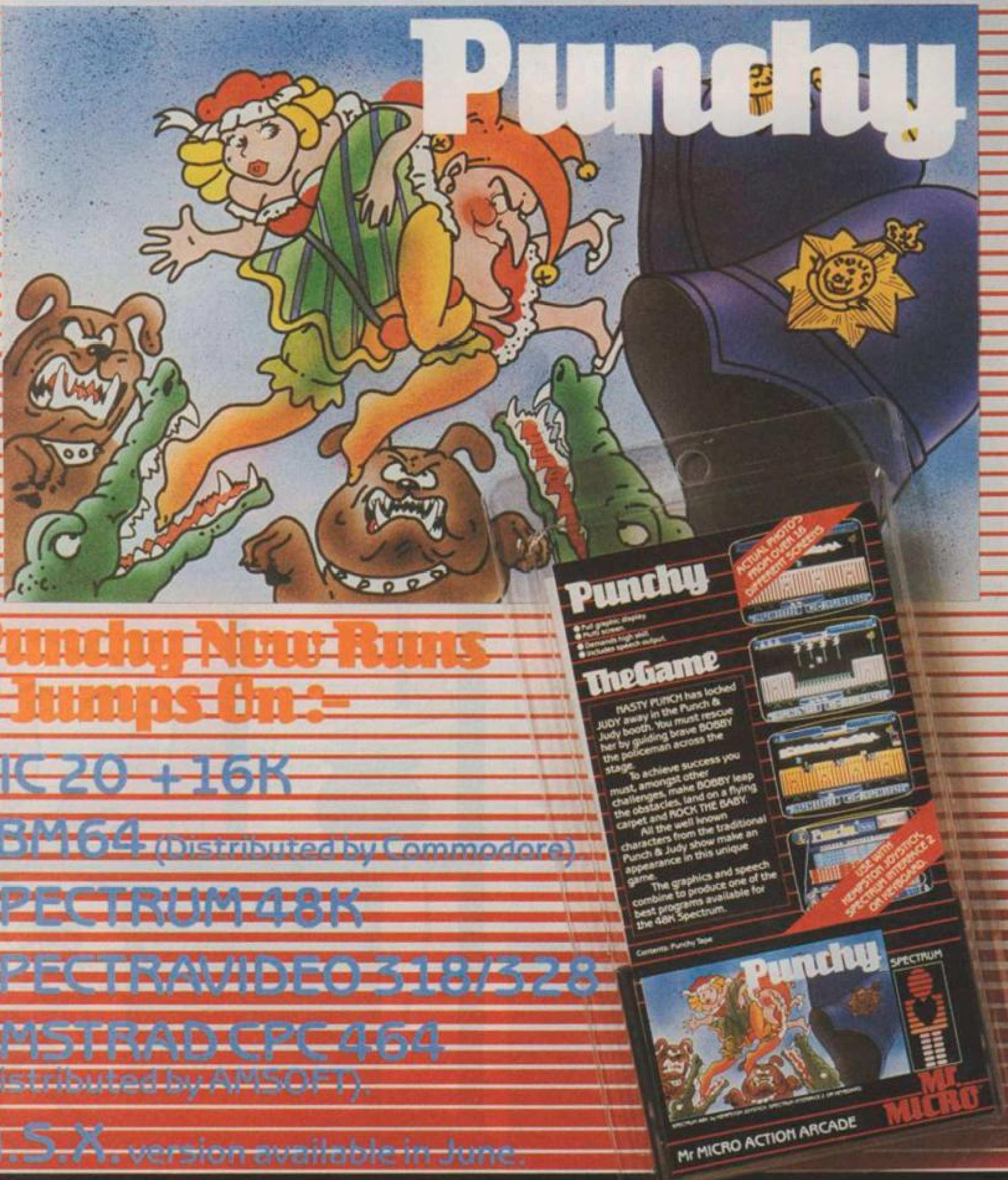
Melbourne House, the makers of the well known games, Hobbit and Penetrator, have recently launched a pair of tapes containing over 30 Basic programs for the Commodore 64, called the 64 Super Cassettes.

Each tape contains 15 games written by Clifford and Mark Ramshaw entirely in Basic. Castle of Doom is a fairly typical example of the very high standard of all the programs on the tape and we are very happy that we have been able, together with Melbourne House, to print this listing to give a small taste of things to come.

The game is very similar to the arcade game, Shamus. You are trapped in a castle filled with hundreds of rooms. Armed with only a gun, you have to fight your way through all the monster-infested rooms until you meet the dark castle's owner. Only after killing him will you be freed from the Castle of Doom.

The program, although written in Basic, is remarkably fast and the graphics rival even the best that professional software can produce. With CBM software costing £7.00 upwards, the new 64 Super Cassettes seem very good value.

```
0 POKE55,255:POKE56,47:V=53248:FOR I=125
44 TO 12551:POKEI,0:NEXT:POKEV+32,0
1 POKEV+33,0:FOR I=12288 TO 12319:READ A
:POKEI,A:NEXT:POKE54296,15
2 POKEV+24,28:POKEV+22,PEEK(V+22) OR 16:
PRINT"◣":FOR I=12352TO12991:READA:POKEI,
A
3 NEXT:POKEV+37,10:POKEV+38,5
5 DIM A$(24):R=0:POKE54278,3:POKE54292,0
10 FOR I=0 TO 24:READ A$(I):NEXT:LI=3:KB
=197:SC=0
15 POKEV+16,0:POKEV,150:POKEV+1,120:POKE
V+39,6:POKEV+29,15:POKE2040,193:DI=0
20 POKEV+40,2
50 GOSUB 1000:SH=0
55 K=PEEK(KB):A=PEEK(V)+(K=10)*8-(K=13)*
8:B=PEEK(V+16) AND 1
56 IF K=10 THEN DI=1
57 IF K=13 THEN DI=0
58 POKE2040,193+DI
60 IF A<0 AND B THEN B=0:A=252
65 IF A>255 AND B=0 THEN B=1:A=0
67 IF B AND A>60 THEN POKEV+16,PEEK(V+16)
 AND 254:POKEV,20:R=R+1:GOTO 50
68 IF B=0 AND A<20 THEN POKEV+16,PEEK(V+
16) OR 1:POKEV,60:R=R-1:GOTO 50
70 POKEV,A:POKEV+16,PEEK(V+16) OR B:IF B
=0 THEN POKEV+16,PEEK(V+16) AND 254
```



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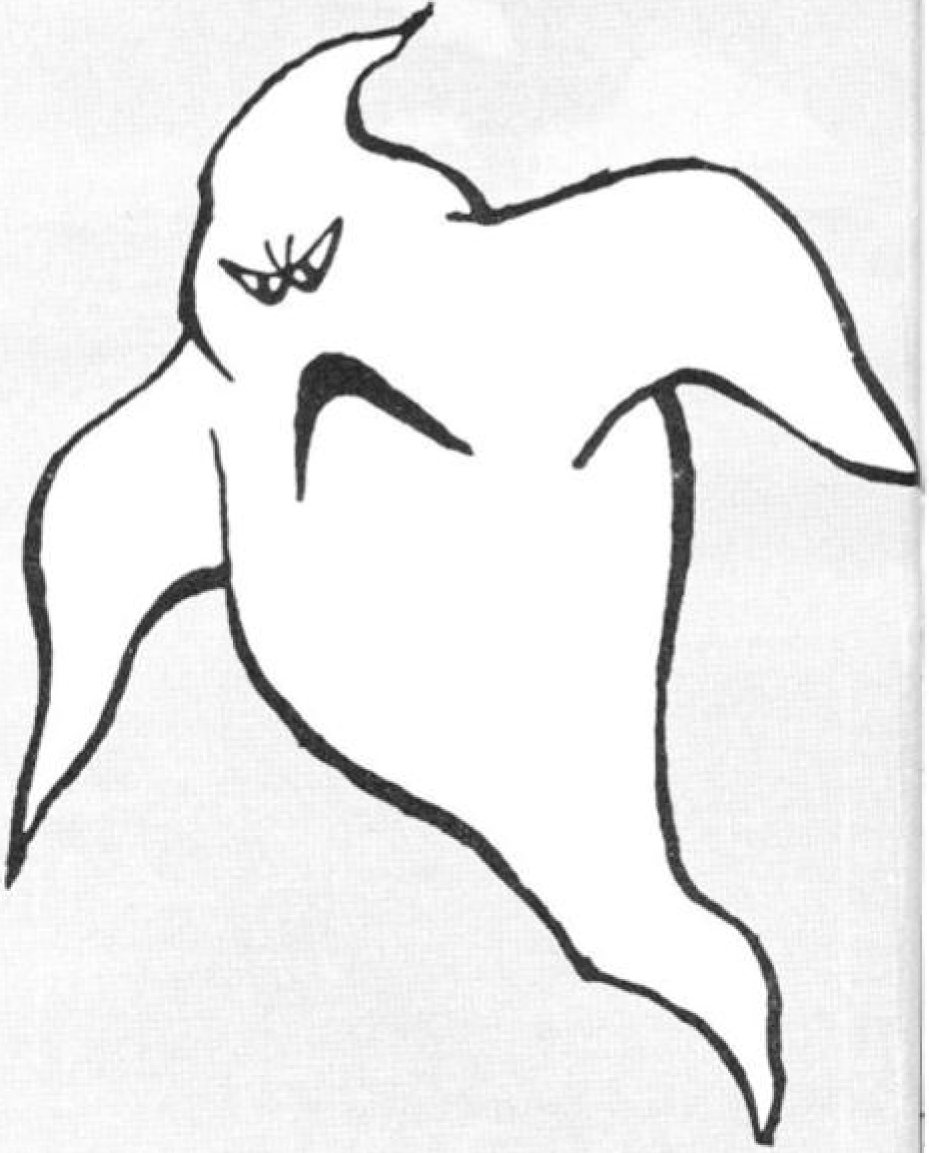
```
75 A=PEEK(V+1)+(K=9)*8-(K=23)*8
77 IF A<52 THEN POKEV+1,220:R=R+5:GOTO 5
0
78 IF A>220 THEN POKEV+1,52:R=R-5:GOTO 5
0
80 POKEV+1,A:IF PEEK(V+31) AND 1 THEN 20
00
85 IF PEEK(V+30) AND 1 THEN 95
90 GOTO 150
95 IF PEEK(V+30)>128 THEN115
100 IF PEEK(V+30) AND 8 THEN 2000
110 IF PEEK(V+30) AND 4 THEN 2000
112 GOTO 150
115 SC=SC+INT(RND(1)*5+1)*50
120 POKEV+21,PEEK(V+21) AND 127:T=-1
150 IF K<>13 THEN 200
151 POKE54276,0:POKE54277,204:POKE54273,
17:POKE54272,43:POKE54276,33
152 POKE54290,0:POKE54291,136:POKE54287,
85:POKEV+16,PEEK(V+16) AND 253
153 POKE54286,149:DS=8:SH=1:X=PEEK(V)+24
:IF PEEK(V+16) AND 1 THEN X=X+256
154 POKE54290,17:IF DI THEN DS=-8:X=X-48
155 B=0:IF X>256 THEN B=2:X=X-256
160 POKEV+2,X:POKEV+3,PEEK(V+1):POKEV+16
,PEEK(V+16) OR B:POKE2041,195+DI
165 POKEV+21,PEEK(V+21) OR 2
170 A=PEEK(V+2)+DS:B=PEEK(V+16) AND 2:IF
 A<0 AND B THEN A=249:B=0
175 IF A>255 AND B=0 THEN B=2:A=0
180 POKEV+2,A:POKEV+16,PEEK(V+16) OR B:I
F B=0 THEN POKEV+16,PEEK(V+16) AND 253
185 IF PEEK(V+31) AND 2 THEN POKEV+21,PE
EK(V+21) AND 253:GOTO 199
190 IF (A<20 AND B=0) OR (A>60 AND B) TH
EN POKE V+21,PEEK(V+21) AND 253:GOTO 200
191 U=PEEK(V+30):IF (U AND 129) THEN IF
(U AND 2) THEN 198
192 IF U AND 2 THEN 194
193 GOTO 198
194 IF (UAND4)ANDM1<5 THEN POKEV+21,PEEK
(V+21)AND253:SH=0:SC=SC+M1*10:M1=5:GOTO1
99
195 IF(UAND8)ANDM2<5THENPOKEV+21,PEEK(V+
21)AND253:SH=0:SC=SC+M2*10:M2=5:GOTO199
198 GOTO 170
199 POKE54276,0:POKE54277,72:POKE54273,4
:POKE54272,73:POKE54276,129
200 IF M1=0 THEN 300
205 X=PEEK(V+4):Y=PEEK(V+5):IF PEEK(V+16
) AND 4 THEN X=X+256
210 YX=PEEK(V):YY=PEEK(V+1):IF PEEK(V+16
) AND 1 THEN YX=YX+256
212 IF M1>4 THEN 275
215 IF M1=4 THEN 250
220 IF M1=3 AND RND(1)>.3 THEN 250
```

```
225 X1=X+(X>YX)*S1-(X<YX)*S1:Y1=Y+(Y>YY)
*S1-(Y<YY)*S1
227 IF X1>255 THEN X1=X1-256:POKEV+16,PE
EK(V+16) OR 4:GOTO 235
230 POKEV+16,PEEK(V+16) AND 251
235 POKEV+4,X1:POKEV+5,Y1
240 GOTO 300
250 X1=X+INT(RND(1)*3-1)*S1:Y1=Y+INT(RND
(1)*3-1)*S1
251 IF X1<20 OR X1>320 OR Y1<52 OR Y1>22
0 THEN X1=X:Y1=Y
255 POKEV+16,PEEK(V+16) AND 251:IF X1>25
5 THEN X1=X1-256:POKEV+16,PEEK(V+16) OR
4
260 POKEV+4,X1:POKEV+5,Y1
270 GOTO 300
275 IF M1=10 THEN 290
280 POKEV+41,1:POKEV+28,PEEK(V+28) AND 2
51:M1=M1+1:GOTO 300
290 POKEV+28,PEEK(V+28) OR 4:M1=0:POKEV+
21,PEEK(V+21) AND 251
300 IF M2=0 THEN 400
305 X=PEEK(V+6):Y=PEEK(V+7):IF PEEK(V+16
) AND 8 THEN X=X+256
310 YX=PEEK(V):YY=PEEK(V+1):IF PEEK(V+16
) AND 1 THEN YX=YX+256
312 IF M2>4 THEN 375
315 IF M2=4 THEN 350
320 IF M2=3 AND RND(1)>.3 THEN 350
325 X1=X+(X>YX)*S2-(X<YX)*S2:Y1=Y+(Y>YY)
*S2-(Y<YY)*S2
327 IF X1>255 THEN X1=X1-256:POKEV+16,PE
EK(V+16) OR 8:GOTO 335
330 POKEV+16,PEEK(V+16) AND 247
335 POKEV+6,X1:POKEV+7,Y1
340 GOTO 400
350 X1=X+INT(RND(1)*3-1)*S2:Y1=Y+INT(RND
(1)*3-1)*S2
351 IF X1<20 OR X1>320 OR Y1<52 OR Y1>22
0 THEN X1=X:Y1=Y
355 POKEV+16,PEEK(V+16)AND247:IF X1>255
THEN X1=X1-256:POKEV+16,PEEK(V+16)OR8
360 POKEV+6,X1:POKEV+7,Y1
370 GOTO 400
375 IF M2=10 THEN 390
380 POKEV+42,1:POKEV+28,PEEK(V+28) AND 2
47:M2=M2+1:GOTO 400
390 POKEV+28,PEEK(V+28) OR 8:M2=0:POKEV+
21,PEEK(V+21) AND 247
400 GOTO 55
1000 A$=A$(R):B$="0000":PRINT"♥":POKEV+3
3,3+INT(R/5):POKEV+21,0:FOR I=1 TO 20
1005 IF LEN(A$)>=4 THEN B$=LEFT$(A$,4):A
$=RIGHT$(A$,LEN(A$)-4)
1010 PRINT"S";TAB((I-1)*2);:D=VAL(LEFT$(
B$,2)):U=VAL(RIGHT$(B$,2
1015 IF D=0 THEN 1025
1020 FOR J=1 TO D:PRINT"8A███";:NEXT
1025 PRINT"████████████████████████",TAB
(I-1)*2);
1030 IF U>0 THEN FOR J=1 TO U:PRINT"84██
█";:NEXT
1035 NEXT I:T=-1:IF RND(1)<.6 THEN 1065
1037 T=0:POKEV+14,100+RND(1)*150
1040 POKEV+15,100+RND(1)*50:POKEV+16,PEE
K(V+16) AND 127:POKEV+46,1
1045 POKEV+29,PEEK(V+29) OR 128:POKE2047
,197:IF KE THEN 1055
1055 POKEV+21,128:I=PEEK(V+31)+PEEK(V+31
)+PEEK(V+31)
1060 IF PEEK(V+31) AND 128 THEN T=-1:POK
EV+21,0
1065 POKEV+21,PEEK(V+21) OR 1:I=PEEK(V+3
1):I=PEEK(V+30)
1070 M1=0:M2=0:IF RND(1)<.3 THEN 1110
1072 POKEV+4,RND(1)*236+20:POKEV+5,RND(1
)*160+52
1075 M1=INT(RND(1)*4+1):POKE2042,198+M1:
POKEV+41,6:S1=2
1080 IF M1=2 THEN POKEV+41,11:S1=6
1085 IF M1=3 THEN POKEV+41,9:S1=4
1090 IF M1=4 THEN POKEV+41,14:S1=4
1100 POKEV+21,PEEK(V+21) OR 4:I=PEEK(V+3
1)
1110 IF RND(1)<.3 THEN 1150
1112 POKEV+6,RND(1)*236+20:POKEV+7,RND(1
)*160+52
1115 M2=INT(RND(1)*4+1):POKE2043,198+M2:
POKEV+42,6:S2=2
1120 IF M2=2 THEN POKEV+42,11:S2=6
1125 IF M2=3 THEN POKEV+42,9:S2=4
1130 IF M2=4 THEN POKEV+42,14:S2=4
1135 POKEV+21,PEEK(V+21) OR 8:I=PEEK(V+3
1)
1150 PRINT"████████████████████████";:F
OR I=1 TO LI:PRINT"█B ";:NEXT
1155 POKEV+28,15
1200 RETURN
2000 POKEV+28,PEEK(V+28) AND 254:POKE542
```



```
76,0:POKE54277,143:POKE54273,34
2001 POKE54272,75:POKE54276,129:POKEV+39
,1:FOR I=1 TO 2000:NEXT
2004 POKEV,150:POKEV+1,120
2005 POKEV+28,PEEK(V+28) OR 1:POKEV+39,6
:POKEV+21,0:LI=LI-1:R=0:IF LI>0 THEN 50
2010 POKEV+24,20:PRINT"██HARD LINES, YOU
 WERE KILLED"
2012 PRINT"████YOU SCORED"SC
2015 PRINT"███ANOTHER GAME ?"
2017 POKE54273,0:POKE54272,0:POKE54287,0
:POKE54286,0
2020 GET A$:IF A$="Y" THEN SC=0:LI=3:POK
EV+24,28:GOTO 15
2025 IF A$<>"N" THEN 2020
2030 END
10000 DATA255,234,234,234,234,234,234,25
5,255,171,171,171,171,171,171,255
10005 DATA24,24,255,24,60,100,100,100,0,
0,249,70,0,0,0,0
11000 DATA0,0,0,21,0,0,21,0,0,4,0,0,17
0,0,2,170,138,2,42,164,2,42,0,2,42,0
11005 DATA2,42,0,1,42,0,0,63,0,0,63,0,0,
51,0,0,51,0,0,243,0,0,195,192,0,192,192
11010 DATA0,192,192,0,240,240,0,0,0,99
11015 DATA0,0,0,0,84,0,0,84,0,0,16,0,0,1
70,0,162,170,128,26,168,128,0,168,128
11020 DATA0,168,128,0,168,128,0,168,64,0
,252,0,0,252,0,0,204,0,0,204,0,0,207,0
11025 DATA3,195,0,3,3,0,3,3,0,15,15,0,0,
0,0,99
11030 DATA0,0,0,0,0,0,3,0,0,0,32,0,12,16
8,0,194,168,0,12,168,0,0,32,0,3,0,0,0,0
11035 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,0,
0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
11040 DATA99,0,0,0,0,0,0,0,0,192,0,0,0,0
,42,48,0,42,131,0,42,48,0,3,0,0,0,192
11045 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,0,
0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
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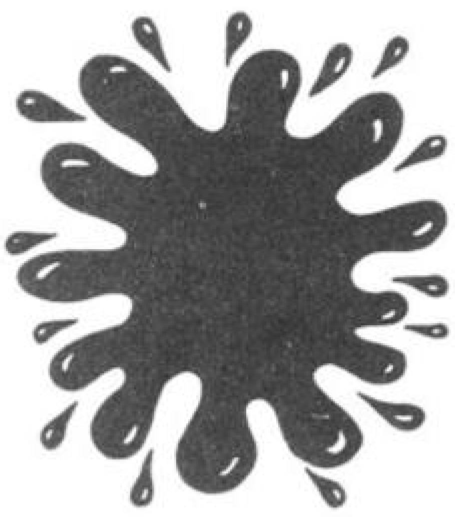

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11050 DATA0,0,99,0,56,0,0,126,0,1,231,12
8,3,1,192,6,0,224,0,0,224,0,0,224
11055 DATA0,1,192,0,3,128,0,7,0,0,14,0,0
11055 DATA0,1,192,0,3,128,0,7,0,0,14,0,0
,28,0,0,56,0,0,48,0,0,48,0,0,48,0,0,0,0
11060 DATA0,0,0,0,48,0,0,120,0,0,48,0,99
,0,0,0,0,0,0,0,0,0,0,0,0,0,0,48,0,0,206
11065 DATA0,3,3,15,252,3,3,3,3,3,0,206,0
,0,48,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
11070 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,0,99
11075 DATA0,0,0,0,0,0,0,192,0,3,48,0,1
2,0,12,12,0,48,42,0,12,170,128
11080 DATA3,153,176,0,170,140,0,42,3,0,1
2,12,0,12,0,3,48,0,0,192,0,0,0,0,0,0,0
11085 DATA0,0,0,0,0,0,0,0,0,0,0,99,0,8
,0,0,42,0,0,38,0,0,42,0,0,3,0,2,170,160
11090 DATA2,46,32,2,46,32,3,42,48,2,21,3
2,2,42,32,0,42,0,0,34,0,0,128,128
11095 DATA0,192,192,0,128,128,0,128,128,
0,34,0,0,34,0,0,162,128,2,162,160,99
11100 DATA0,0,0,0,9,92,0,46,0,0,191,128,
2,110,96,194,89,96,73,99,89,73,89,98
11105 DATA110,170,174,9,99,89,2,89,89,2,
99,97,0,174,99,0,191,128,0,46,0
11110 DATA0,0,0,3,84,0,0,0,0,0,0,0,0,0,0
,0,0,0,99
11115 DATA0,0,0,0,0,0,0,0,2,0,0,16,0,0,1
6,0,0,64,0,1,2,0,4,8,0,1,8,0,4,2
11120 DATA40,16,130,130,154,34,128,112,8
,1,48,0,4,60,0,16,15,192,64,0,192
11125 DATA16,0,252,4,0,0,16,0,0,64,0,0,9
9

12000 DATA240024000504050405040304030400
0400040004000400041009
12005 DATA100910091009050405040504050405
15000400040004000410091009100410041009
12010 DATA1009
12015 DATA100910091009100910091009100910
0500090009000900090009 0024
12020 DATA002400240024050405040504050405
04000900090009000900090504050405040024
```

```
12025 DATA240024001009100910091009100910
0010001000100010001009
12030 DATA100910091009100910091009100910
0900000000000000000024
12035 DATA240024000504050405040504050405
04000400040004000405040541009
12040 DATA100910091009100910091009100910
0910001000100010001009
12045 DATA100910090504050405040504050405
04000000000000000003020302030203020024
12050 DATA240024002400240024002400240024
000090009000900091009
12055 DATA100910091009100910091009100910
0910001000100010000024
12060 DATA240024000302030203020302030203
0200000000000000000302030203021009
12065 DATA100910091009100910041004100410
04000400040004000410041004100410041009
12070 DATA100910091009100910091009100910
0900000000000000000024
12075 DATA240024002400240005040504050405
04000000000000000005040504050405040024
12080 DATA240024002400240024002400240024
000090009000900091009
12085 DATA100910091009100910091009100910
0910001000100010000024
12090 DATA240024000302030203020302030203
02000000000000000003020302030203021009
12095 DATA100910091009100910091009100910
0900000000000000000024
12100 DATA240024000504050405040504050405
04050005000500050005040504050405041009
12105 DATA100910091009100910091009100910
0910001000100010001009
12110 DATA100910091009100905040504050405
04050405040504050405040024
12115 DATA240024002400240024002400240024
0010001000100010001009
12120 DATA100903020302030203020302150203
02030003000300030003020302030203020024
```

Castle of Doom is just one of the great games packed into the Commodore 64 Games Book by Clifford and Mark Ramshaw.

The games have been so popular with American '64 owners that the Games Book is now the second best selling computer book in the US.

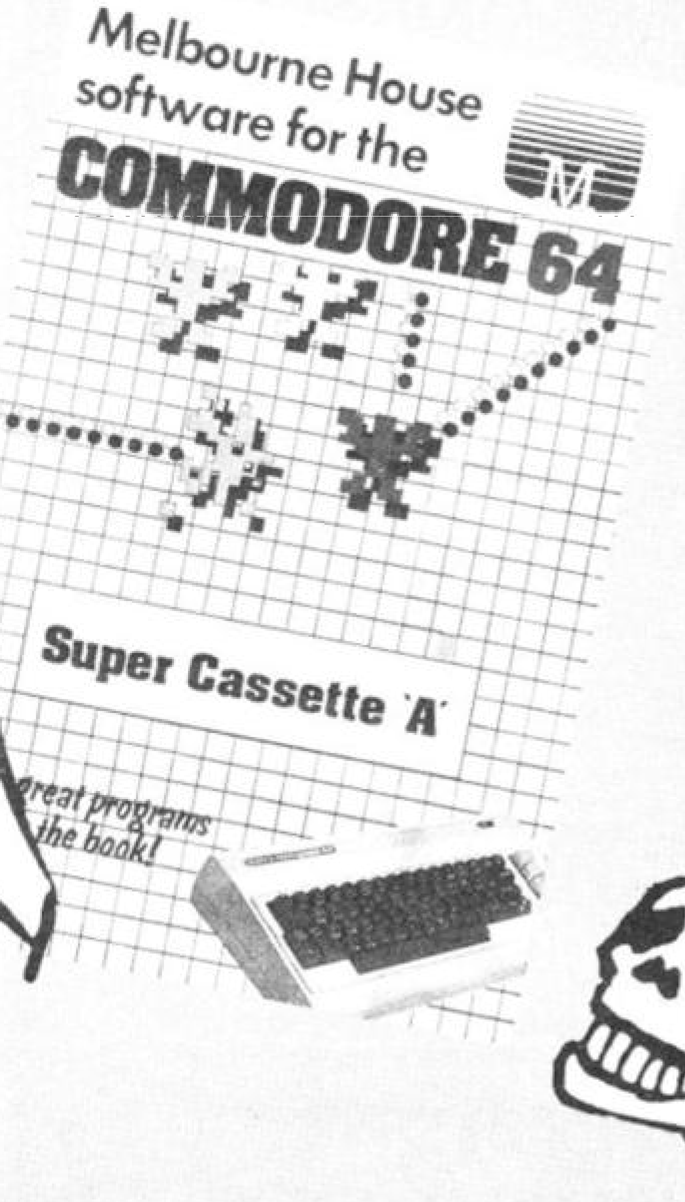
With games like Sea Harrier, Flight Simulator and Dark Star, it's no wonder those Yanks have been reaching for their dollars.

The book has no less than 30 game listings, complete with programming tips and hints on how to convert keyboard games to work with a joystick.

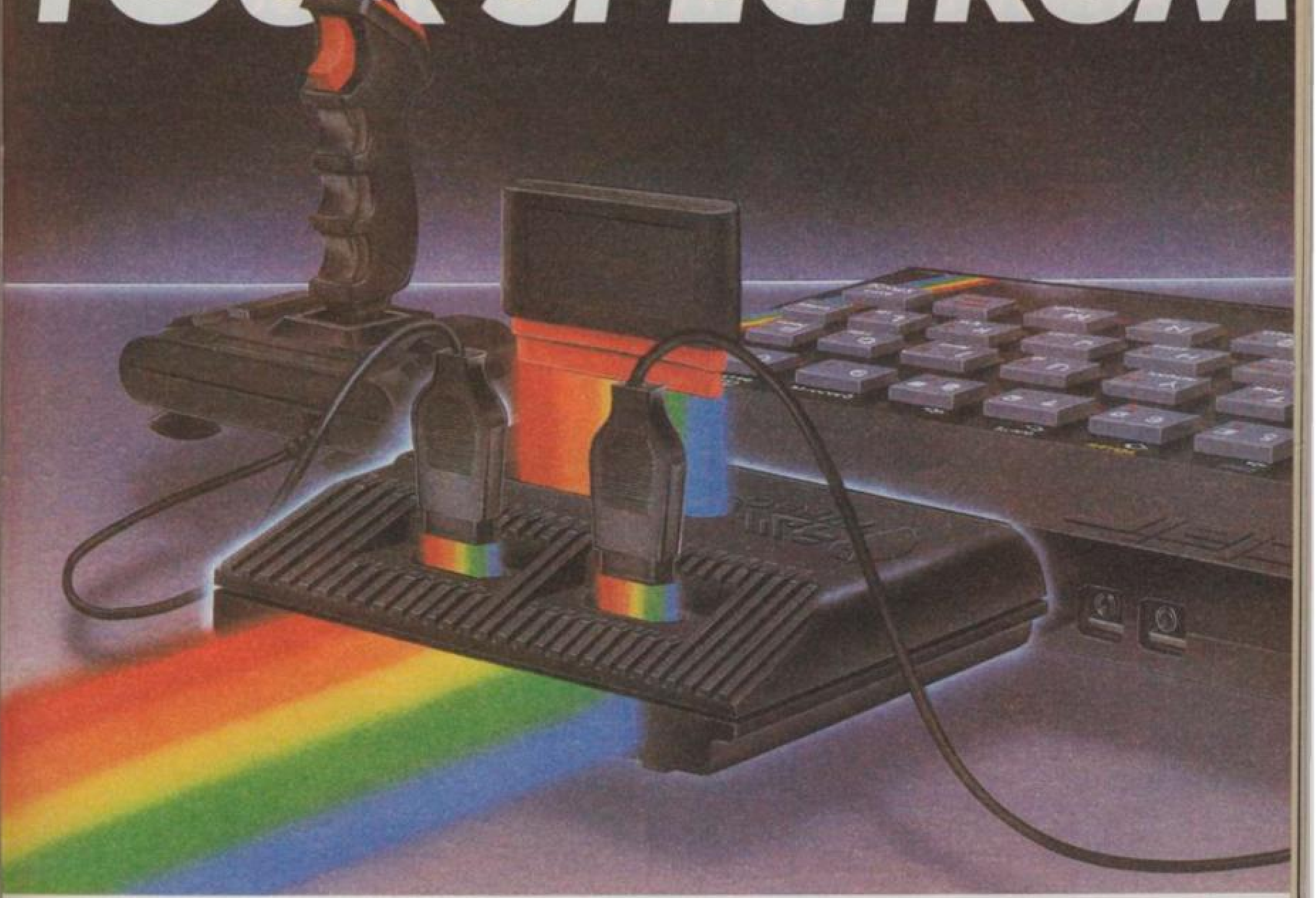
If you don't have the patience to type in the listings, they are also available on two tapes at £6.95 each. The book costs £5.95 from most good computer shops or is available by mail order from the publishers — Melbourne House at 131 Trafalgar Road, Greenwich, London, SE10.

Melbourne House publish a range of books for all the popular micros, including, for the 64, the excellent Commodore 64 Exposed.

The company is probably best known to most *C&VG* readers for its games — The Hobbit, Penetrator, and the Horace Series.



TURBO CHARGE YOUR SPECTRUM



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I enclose cheque/postal order or charge my Access/Visa for: £______

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RAM TURBO

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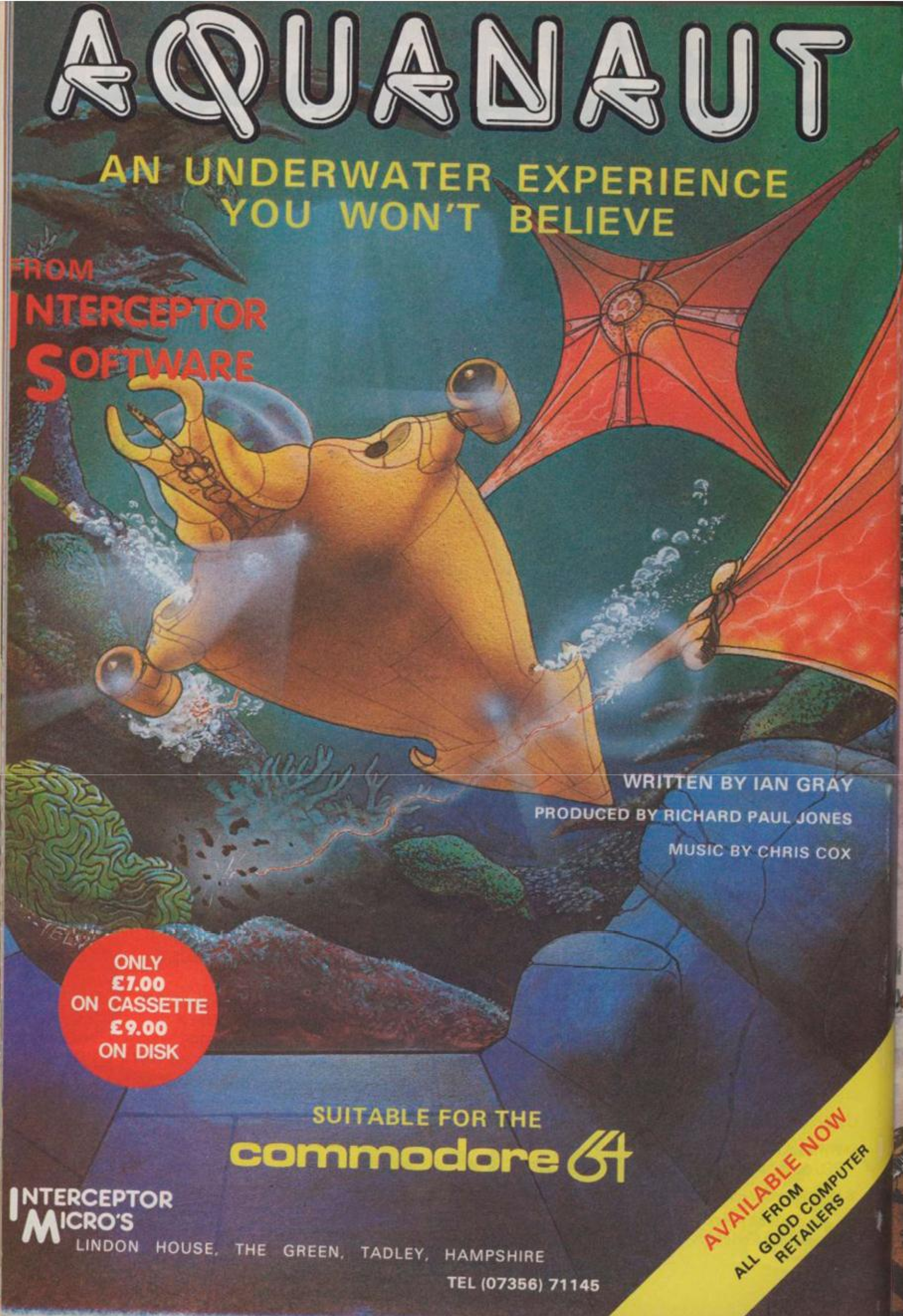
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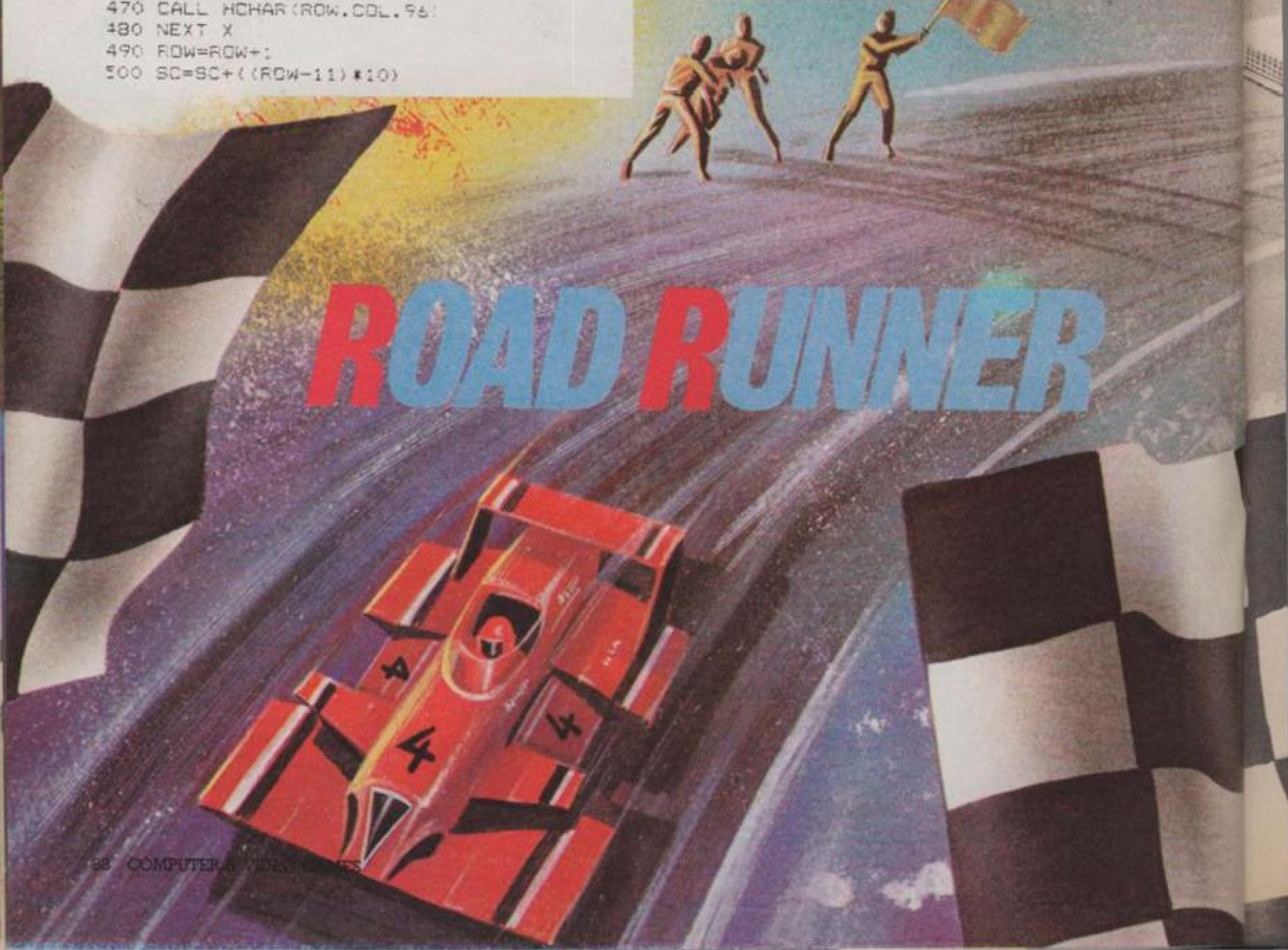
```
100 RESTORE 760
110 REM   COPYRIGHT A. GOODHALL
120 GOTO 1280
130 CALL CLEAR
140 CALL COLOR(1.15.15)
150 CALL COLOR(10.15.15)
160 CALL COLOR(5.15.15)
170 CALL COLOR(12.15.15
180 DIM A$(52)
190 FOR X=1 TO 52
200 READ A$(X)
210 NEXT X
220 CALL CLEAR
230 CALL SCREEN(15)
240 FOR X=1 TO 23
250 PRINT A$(1)
260 NEXT X
270 ROW=12
280 COL=17
290 SC=0
300 CALL CHAR(96."5A7E7E5A185A7E5A")
310 CALL CHAR(64."0000181818180000")
320 CALL CHAR(35."081C083E087F0808")
330 CALL CHAR(36."081C2A491C2A4908")
340 CALL COLOR(1.3.15)
350 CALL COLOR(10.2.1)
360 CALL COLOR(5.7.15)
370 CALL COLOR(12.2.15)
380 FOR X=1 TO 52
390 CALL HCHAR(ROW.COL.32)
400 CALL KEY(0.K.S)
410 COL=COL+(K=83)-(K=68)
420 PRINT A$(X)
430 CALL GCHAR(ROW.COL.GET)
440 IF GET<>32 THEN 530
450 CALL SOUND(100.-3.15)
460 SC=SC+1
470 CALL HCHAR(ROW.COL.96)
480 NEXT X
490 ROW=ROW+1
500 SC=SC+((ROW-11)*10)
510 CALL HCHAR(ROW-1.COL.32)
520 GOTO 380
530 FOR I=1 TO 10
540 CALL SCREEN(INT(RND*14)+1)
550 CALL SOUND(50.110.0.111.1.112.2
560 SC=SC+1
570 CALL SCREEN(16
580 NEXT I
590 FOR I=15 TO 0
600 CALL SOUND(250.-6.I)
610 NEXT I
620 CALL CLEAR
630 CALL COLOR(1.2.16)
640 CALL COLOR(5.2.16)
650 PRINT "YOUR SCORE WAS ":SC
660 PRINT :::
670 PRINT "THIS WAS ON LEVEL ":ROW-11
680 PRINT ::::
690 PRINT "WOULD YOU LIKE ANOTHER GAME?"
700 PRINT
710 PRINT "ANSWER EITHER YES OR NO"::
720 INPUT AN$
730 IF SEG$(AN$.1.1)="Y" THEN 130
740 IF SEG$(AN$.1.1)<>"N" THEN 710
750 END
760 DATA £££££££££|          |£££££££
770 DATA £££££££££|          |£££££££
780 DATA £££££££££|£ £ £ £ £ |£££££££
790 DATA £££££££££| $ $ $ $ $|£££££££
800 DATA £££££££££| £ £ £ £ £|£££££££
810 DATA ££££££££££|       |£££££££££
820 DATA £££££££££££|     |££££££££££
830 DATA ££££££££££££|  @ |££££££££££
840 DATA ££££££££££££| @@ |££££££££££
850 DATA ££££££££££££| @@ |££££££££££
860 DATA ££££££££££££| @@ |££££££££££
```

ROAD RUNNER



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870 DATA ££££££££££££: @@   :£££££££££
880 DATA ££££££££££££:  @@@  :££££££££
890 DATA £££££££££:    @@@@@ :££££££££
900 DATA £££££££££:   @@@@@@  :£££££££
910 DATA ££££££££:   :@@@@@@:  :£££££££
920 DATA ££££££££:   :@@@@@:   :£££££££
930 DATA £££££££:  :@@@@@@:   :£££££££
940 DATA £££££:   :@@@@@@:   :££££££££
950 DATA £££:     :@@@@@:   :£££££££££
960 DATA £££:     :@@@@:   :££££££££££
970 DATA ££££:     :@@:   :£££££££££££
980 DATA £££££:    :@:   :£££££££££££££
990 DATA ££££££:    @    :£££££££££££££$
1000 DATA $££££££:        :££££££££££££££$$
1010 DATA $$££££££:      :££££££££££££££$$$
1020 DATA $$$£££££££: :£££££££££££££$$$$
1030 DATA $$$£££££££: :££££££££££££££$$$$
1040 DATA $$$$£££££: :£££££££££££££$$$$$
1050 DATA $$$$£££££: :£££££££££££££$$$$$
1060 DATA $$$$$£££:  :£££££££££££$$$$$$
1070 DATA $$$$$$££: :£££££££££££$$$$$$$
1080 DATA $$$$$$$:  :£££££££££$$$$$$$$
1090 DATA $$$$$$$$:  :£££££££$$$$$$$$$$
1100 DATA $$$$$$$$:  :££££££$$$$$$$$$$$
1110 DATA $$$$$$$$$$: :£££££$$$$$$$$$$$$
1120 DATA $$$$$$$:     :££$$$$$$$$$$$$$
1130 DATA $$$$$$$:       :$$$$$$$$$$$$$
1140 DATA $$$$$$$$:        :$$$$$$$$$$$
1150 DATA $$$$$$$$$:            :$$$$$$$
1160 DATA $$$$$$$$$:            :$$$$$$$
1170 DATA $$$$$$$$$:          £ £:$$$$$$$
1180 DATA $$$$$$$$$: ££ £   £   :$$$$$$$
1190 DATA $$$$$$$$$: £   £   £   :$$$$$$$
1200 DATA $£$£$£$£$:   ££££ £  :£$£$£$£
1210 DATA £$£$£$£$£:££          :$£$£$£$
1220 DATA $£$£$£$£$: £   £    £ :£$£$£$£
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1230 DATA ££$$££$$£:  ££ £' £ :£$$££$$
1240 DATA £££$$$£££:             :£$$$£££
1250 DATA ££££$$$$£:             :$$$££££
1260 DATA £££££$$$$:             :$$£££££
1270 DATA £££££££££: B O N U S:£££££££
1280 CALL CLEAR
1290 PRINT "-----------DEATH-RACE-----------"
1300 PRINT
1310 PRINT
1320 PRINT
1330 PRINT " HOW LONG CAN YOU STAY
ALIVE":"IN YOUR SPEEDING MOTOR CAR?"
1340 PRINT :
1350 PRINT " THERE ARE 12 DIFFERENT
LEVELS.YOU START ON LEVEL 1.AS EACH SCRE
EN IS PASSED THE"
1360 PRINT "LEVEL GETS HARDER AND
BIGGERBONUSES AT THE END."
1370 PRINT
1380 PRINT " USE THE ARROW KEYS FOR
LEFTAND RIGHT (S & D)"
1390 PRINT
1400 PRINT "GOOD LUCK AND HAPPY MOTORING"
1410 PRINT
1420 PRINT
1430 PRINT "PRESS ANY KEY TO START"
1440 PRINT
1450 CALL KEY(0.K.S)
1460 IF S=0 THEN 1450
1470 FOR I=1 TO 30 STEP 6
1480 FOR X=1 TO 30 STEP 10
1490 CALL SOUND(100.110.1.880.X)
1500 NEXT X
1510 NEXT I
1520 CALL CLEAR
1530 GOTO 140
```

ILLUSTRATION: JOHN HIGGINS

BY A. GOODHALL

RUNS ON A TI-99/4a

WITHOUT EXTENDED BASIC

Texas owners, prepare for the most thrilling car ride of your lifetime.

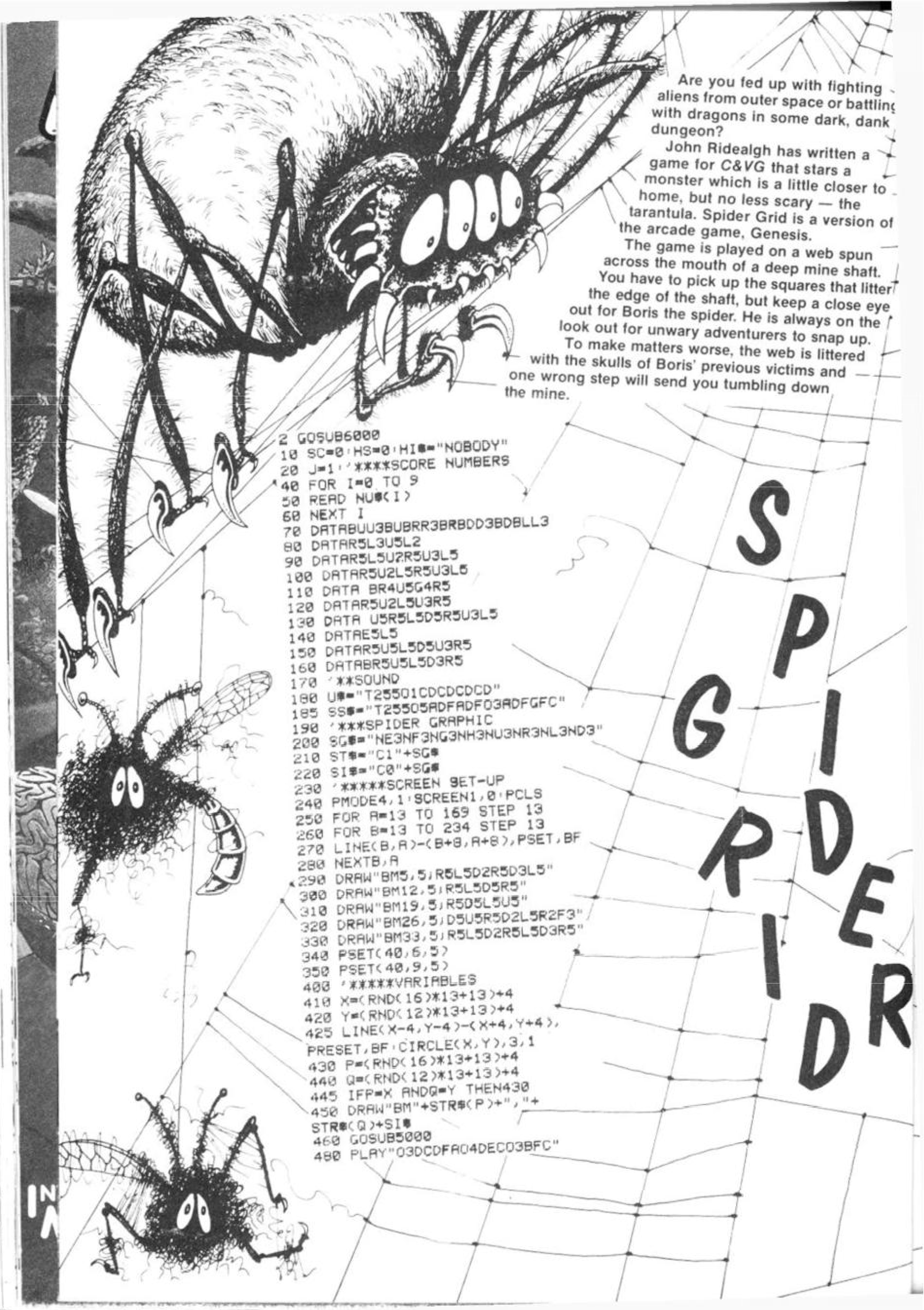
Your hands are beginning to itch. You can feel the pressure rising. The roar of the engine fills the cockpit — the chequered flag is raised . . . and you're off!

You are driving the world's fastest car in the most illustrious race of the Grand Prix season. As a new hot shot driver, at the top of the championship table, you are the envy of all the more experienced racers.

They have become so jealous of your success they are plotting to finish you career off once and for all and deny you the chance of capturing the championship crown.

The screen displays a lap counter and a hi-score feature as well as a bird's eye view of the track.

If you do come a cropper on one of the corners, an ambulance will come to your rescue. But — be warned — even your car can't take too many crashes.



SPIDER GRID

Are you fed up with fighting aliens from outer space or battling with dragons in some dark, dank dungeon?

John Ridealgh has written a game for *C&VG* that stars a monster which is a little closer to home, but no less scary — the tarantula. Spider Grid is a version of the arcade game, Genesis.

The game is played on a web spun across the mouth of a deep mine shaft. You have to pick up the squares that litter the edge of the shaft, but keep a close eye out for Boris the spider. He is always on the look out for unwary adventurers to snap up.

To make matters worse, the web is littered with the skulls of Boris' previous victims and one wrong step will send you tumbling down the mine.

```
2 GOSUB6000
10 SC=0:HS=0:HI$="NOBODY"
20 J=1:'***SCORE NUMBERS
40 FOR I=0 TO 9
50 READ NU$(I)
60 NEXT I
70 DATABUU3BUBRR3BRBDD3BDBLL3
80 DATAR5L3U5L2
90 DATAR5L5U2R5U3L5
100 DATAR5U2L5R5U3L5
110 DATA BR4U5G4R5
120 DATAR5U2L5U3R5
130 DATA U5R5L5D5R5U3L5
140 DATAE5L5
150 DATAR5U5L5D5U3R5
160 DATABR5U5L5D3R5
170 '**SOUND
180 U$="T25501CDCDCDCD"
185 SS$="T25505ADFADF03ADFGFC"
190 '***SPIDER GRAPHIC
200 SG$="NE3NF3NG3NH3NU3NR3NL3ND3"
210 ST$="C1"+SG$
220 SI$="C0"+SG$
230 '*****SCREEN SET-UP
240 PMODE4,1:SCREEN1,0:PCLS
250 FOR A=13 TO 169 STEP 13
260 FOR B=13 TO 234 STEP 13
270 LINE(B,A)-(B+8,A+8),PSET,BF
280 NEXTB,A
290 DRAW"BM5,5;R5L5D2R5D3L5"
300 DRAW"BM12,5;R5L5D5R5"
310 DRAW"BM19,5;R5D5L5U5"
320 DRAW"BM26,5;D5U5R5D2L5R2F3"
330 DRAW"BM33,5;R5L5D2R5L5D3R5"
340 PSET(40,6,5)
350 PSET(40,9,5)
400 '*****VARIABLES
410 X=(RND(16)*13+13)+4
420 Y=(RND(12)*13+13)+4
425 LINE(X-4,Y-4)-(X+4,Y+4),
PRESET,BF:CIRCLE(X,Y),3,1
430 P=(RND(16)*13+13)+4
440 Q=(RND(12)*13+13)+4
445 IFP=X ANDQ=Y THEN430
450 DRAW"BM"+STR$(P)+","+
STR$(Q)+SI$
460 GOSUB5000
480 PLAY"03DCDFA04DEC03BFC"
```

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```
490 FOR T=0 TO 400:NEXT
500 '*****PROGRAM START
510 GOSUB1000
520 GOSUB2000
530 IF SC<(J*50) THEN 510
540 J=J+1:GOTO 240
1000 '*****MOVE U ROUTINE******
1010 J0=JOYSTK(0)
1020 J1=JOYSTK(1)
1030 IF J0>5 AND J0<57 AND J1>5 AND
J1<57 THEN RETURN
1040 CIRCLE(X,Y),3,0
1050 IF J0<5 THEN X=X-13
1055 IF X<13 THEN X=238
1060 IF J0>57 THEN X=X+13
1065 IF X>247 THEN X=17
1070 IF J1<5 THEN Y=Y-13
1075 IF Y<13 THEN Y=173
1080 IF J1>57 THEN Y=Y+13
1085 IFY>182 THEN Y=17
1090 IF PPOINT(X,Y)=0 THEN 4000
1100 SC=SC+1
1110 GOSUB3000
1120 LINE(X-4,Y-4)-(X+4,Y+4),PRESET,BF
1125 PLAYU$
1130 CIRCLE(X,Y),3,1
1140 RETURN
2000 '****MOVE SPIDER ROUTINE
2010 DRAW"BM"+STR$(P)+","+STR$(Q)+ST$
2050 IF P>X THEN P=P-13
2060 IF P<X THEN P=P+13
2070 IF Q>Y THEN Q=Q-13
2080 IF Q<Y THEN Q=Q+13
2090 IF P<13 THEN P=238
2100 IF P>247 THEN P=17
2110 IF Q<13 THEN Q=173
2120 IF Q>182 THEN Q=17
2150 DRAW"BM"+STR$(P)+","+STR$(Q)+SI$
2155 PLAYSS$
2160 IF P=X AND Q=Y THEN 4000
2170 RETURN
3000 '*****SCORE ROUTINE
3010 LINE(43,5)-(70,10),PRESET,BF
3020 Q$=STR$(SC)
3030 FOR I=2 TO LEN(Q$)
3040 A$=(MID$(Q$,I,1))
3050 A=VAL(A$)
3060 DRAW"BM"+STR$((I-1)*7+43)+",10"+"C1"+NU$(A)
3070 NEXTI
3080 RETURN
4000 '*****END ROUTINE
4003 PLAY"T4O3EDCL2O2DCL1O1F"
4005 FOR BR=0 TO 2500:NEXT BR
4010 CLS4
4020 PRINT"   YOU HAVE BEEN KILLED.":PRINT
4030 PRINT"   YOUR SCORE WAS ";SC:PRINT
4035 FORL=0 TO 400:NEXT
4040 IF SC<HS THEN 4100
4050 PRINT" YOU HAVE BEATEN THE HIGH SCORE":PRINT"
WHICH WAS";HS;"HELD BY":PRINT "     ";HI$
4060 HS=SC
4070 PRINT:PRINT" TYPE IN YOUR NAME."
4080 INPUTHI$
4100 FOR N=0 TO 1000:NEXT
4110 CLS3
4120 PRINT"  HI-SCORE=";HS
4125 PRINT:PRINT"  HELD BY ";HI$
4130 PRINT:PRINT:PRINT"  ANOTHER GAME?(Y/N)"
4140 INPUTA$
4150 IF LEFT$(A$,1)="N" THEN 4170
4160 SC=0:RESTORE:GOTO20
4170 POKE&HFFD6,0
4180 END
5000 '****SKULL ROUTINE
5005 MI$="C1F1D4F1NG2R1D1R1U1R1D1E1NF2E1U4NE1L5F1R2D1R1D2L4U2R1"
5010 FOR K=1 TO (4*J)
5020 M1=RND(16)*13+13
```

PROGRAM STRUCTURE

10	Draws screen and sets up variables
1000	Reads joystick and moves circle
2000	Moves spider and compares positions
3000	Scoring routine
4000	End of game routine
6000	Title routine
7000	Instructions and speed option
5000	Skull routine

VARIABLES

X, Y - Circle co-ordinates
P, Q - Spider's position
ST£ - Inverse spider
SI& - Normal spider
J - Screen number
SC - Score
MI£ - Skull graphics
HI£ - High score

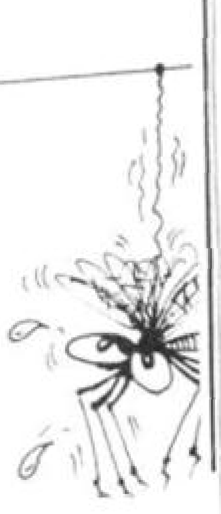
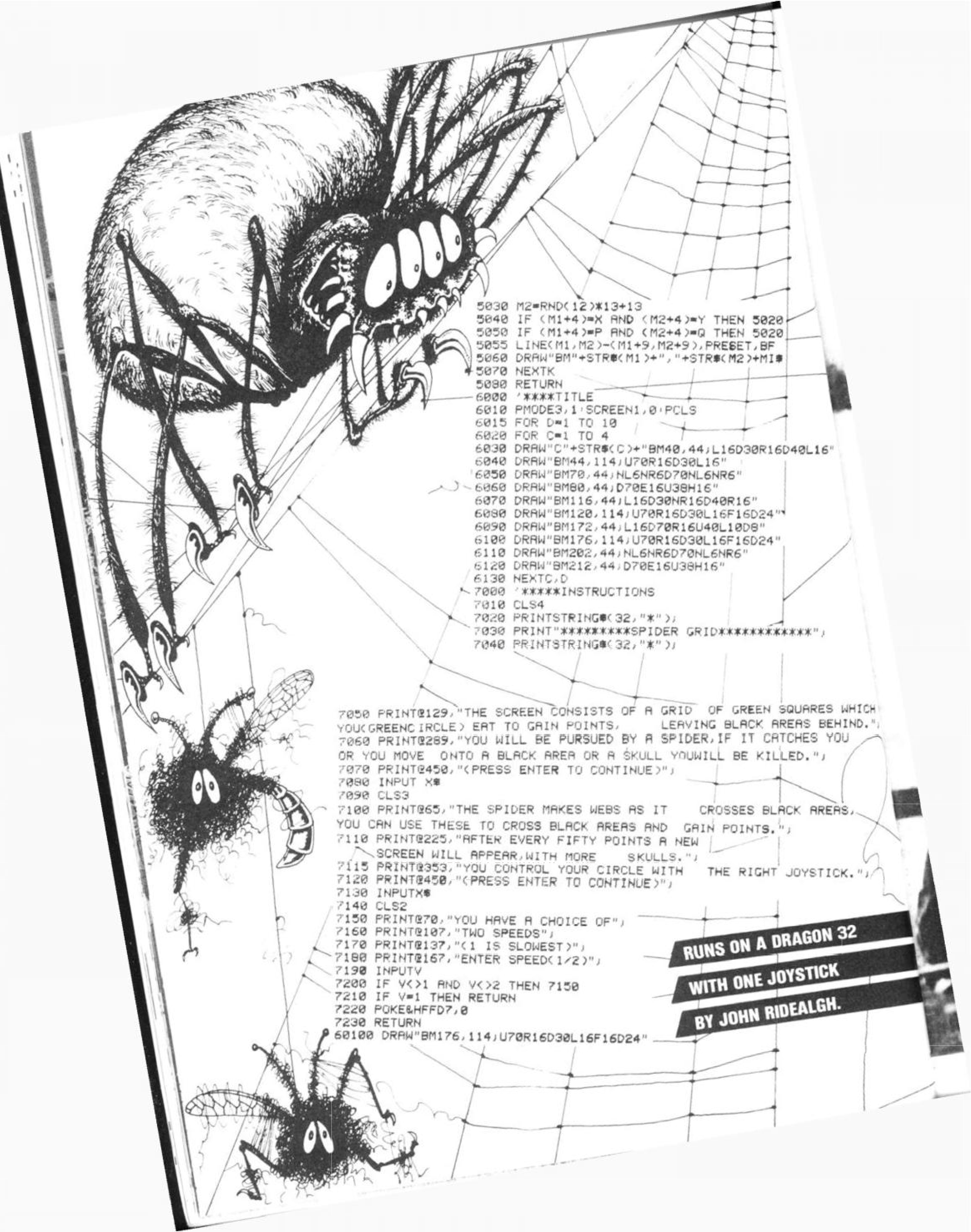


Illustration: Dorian Cross



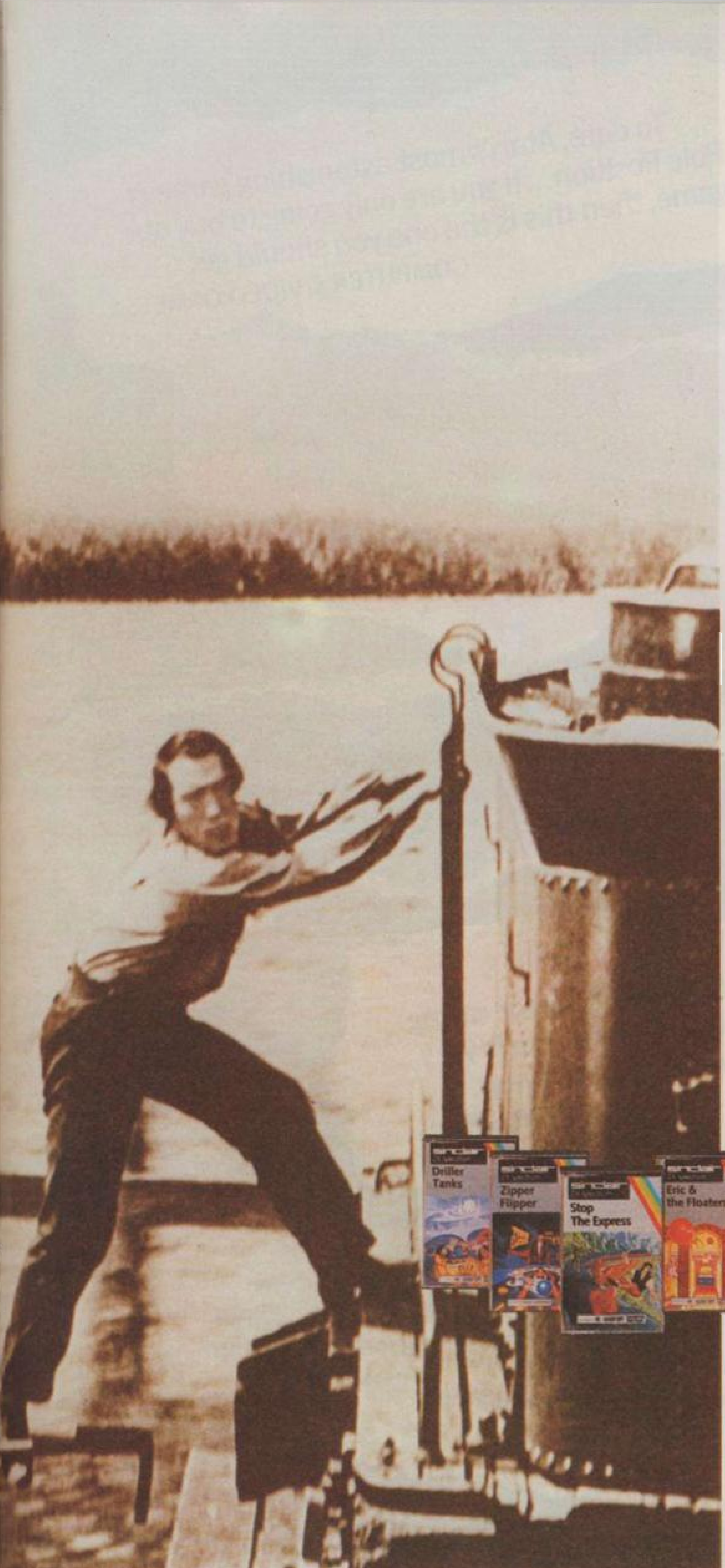
```
5030 M2=RND(12)*13+13
5040 IF (M1+4)=X AND (M2+4)=Y THEN 5020
5050 IF (M1+4)=P AND (M2+4)=Q THEN 5020
5055 LINE(M1,M2)-(M1+9,M2+9),PRESET,BF
5060 DRAW"BM"+STR$(M1)+","+STR$(M2)+MI$
5070 NEXTK
5080 RETURN
6000 '****TITLE
6010 PMODE3,1:SCREEN1,0:PCLS
6015 FOR D=1 TO 10
6020 FOR C=1 TO 4
6030 DRAW"C"+STR$(C)+"BM40,44;L16D30R16D40L16"
6040 DRAW"BM44,114;U70R16D30L16"
6050 DRAW"BM70,44;NL6NR6D70NL6NR6"
6060 DRAW"BM80,44;D70E16U38H16"
6070 DRAW"BM116,44;L16D30NR16D40R16"
6080 DRAW"BM120,114;U70R16D30L16F16D24"
6090 DRAW"BM172,44;L16D70R16U40L10D8"
6100 DRAW"BM176,114;U70R16D30L16F16D24"
6110 DRAW"BM202,44;NL6NR6D70NL6NR6"
6120 DRAW"BM212,44;D70E16U38H16"
6130 NEXTC,D
7000 '*****INSTRUCTIONS
7010 CLS4
7020 PRINTSTRING$(32,"*");
7030 PRINT"*********SPIDER GRID*************";
7040 PRINTSTRING$(32,"*");
```

```
7050 PRINT@129,"THE SCREEN CONSISTS OF A GRID  OF GREEN SQUARES WHICH
YOU(GREENCIRCLE) EAT TO GAIN POINTS,      LEAVING BLACK AREAS BEHIND.";
7060 PRINT@289,"YOU WILL BE PURSUED BY A SPIDER,IF IT CATCHES YOU
OR YOU MOVE  ONTO A BLACK AREA OR A SKULL YOUWILL BE KILLED.";
7070 PRINT@450,"(PRESS ENTER TO CONTINUE)";
7080 INPUT X$
7090 CLS3
7100 PRINT@65,"THE SPIDER MAKES WEBS AS IT    CROSSES BLACK AREAS,
YOU CAN USE THESE TO CROSS BLACK AREAS AND  GAIN POINTS.";
7110 PRINT@225,"AFTER EVERY FIFTY POINTS A NEW
     SCREEN WILL APPEAR,WITH MORE    SKULLS.";
7115 PRINT@353,"YOU CONTROL YOUR CIRCLE WITH   THE RIGHT JOYSTICK.";
7120 PRINT@450,"(PRESS ENTER TO CONTINUE)";
7130 INPUTX$
7140 CLS2
7150 PRINT@70,"YOU HAVE A CHOICE OF";
7160 PRINT@107,"TWO SPEEDS";
7170 PRINT@137,"(1 IS SLOWEST)";
7180 PRINT@167,"ENTER SPEED(1/2)";
7190 INPUTV
7200 IF V<>1 AND V<>2 THEN 7150
7210 IF V=1 THEN RETURN
7220 POKE&HFFD7,0
7230 RETURN
60100 DRAW"BM176,114;U70R16D30L16F16D24"
```

RUNS ON A DRAGON 32

WITH ONE JOYSTICK

BY JOHN RIDEALGH.


Driller Tanks
Zipper Flipper
Stop The Express
Eric & the Floaters
Bubble Buster

Still of Buster Keaton from The General © Raymond Rohauer 1984

Try pulling a stunt like this on your Spectrum

Leap on a moving train ... jump from carriage to carriage ... duck under fast-approaching bridges.

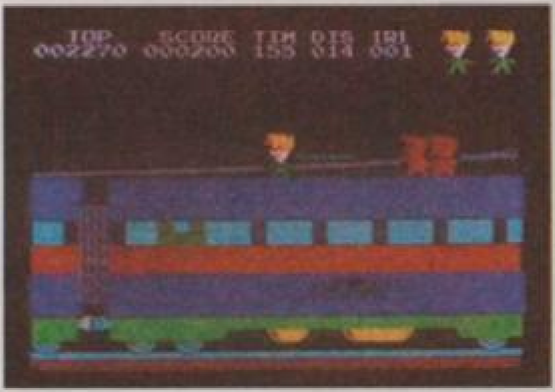
But before you do *anything*, make sure it's with Sinclair's new action-packed game – 'Stop the Express'.

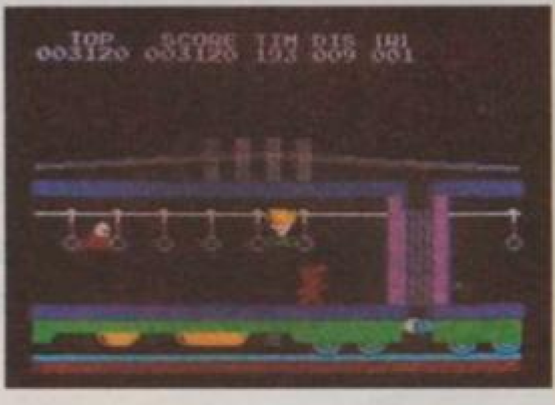
That way, you can try dramatic feats like Buster Keaton's – without risking your neck!

'Stop the Express' is one of five exciting new games from Sinclair. Its graphics are superbly fast and sharp. The action is non-stop. And the challenge is a very tough one.

On top of a racing express, you're chased by knife-throwing bandits. And inside the express, there's even more trouble.

Will you ever get to the front and halt the train? Or will you be well and truly bumped off?


TOP SCORE TIM DIS IRI
002270 000200 155 014 001


TOP SCORE TIM DIS IRI
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All five new Sinclair titles – Stop the Express, Bubble Buster, Zipper Flipper, Eric and the Floaters, and Driller Tanks – are for a 48K Spectrum. You'll find them in the shops – today.

At only £5.95 each, they're destined to be big stars on the small-screen!

Selected Sinclair software lines are available from W.H. Smith computer stores, larger branches of Boots, John Menzies, Greens and most other software stockists nationwide.

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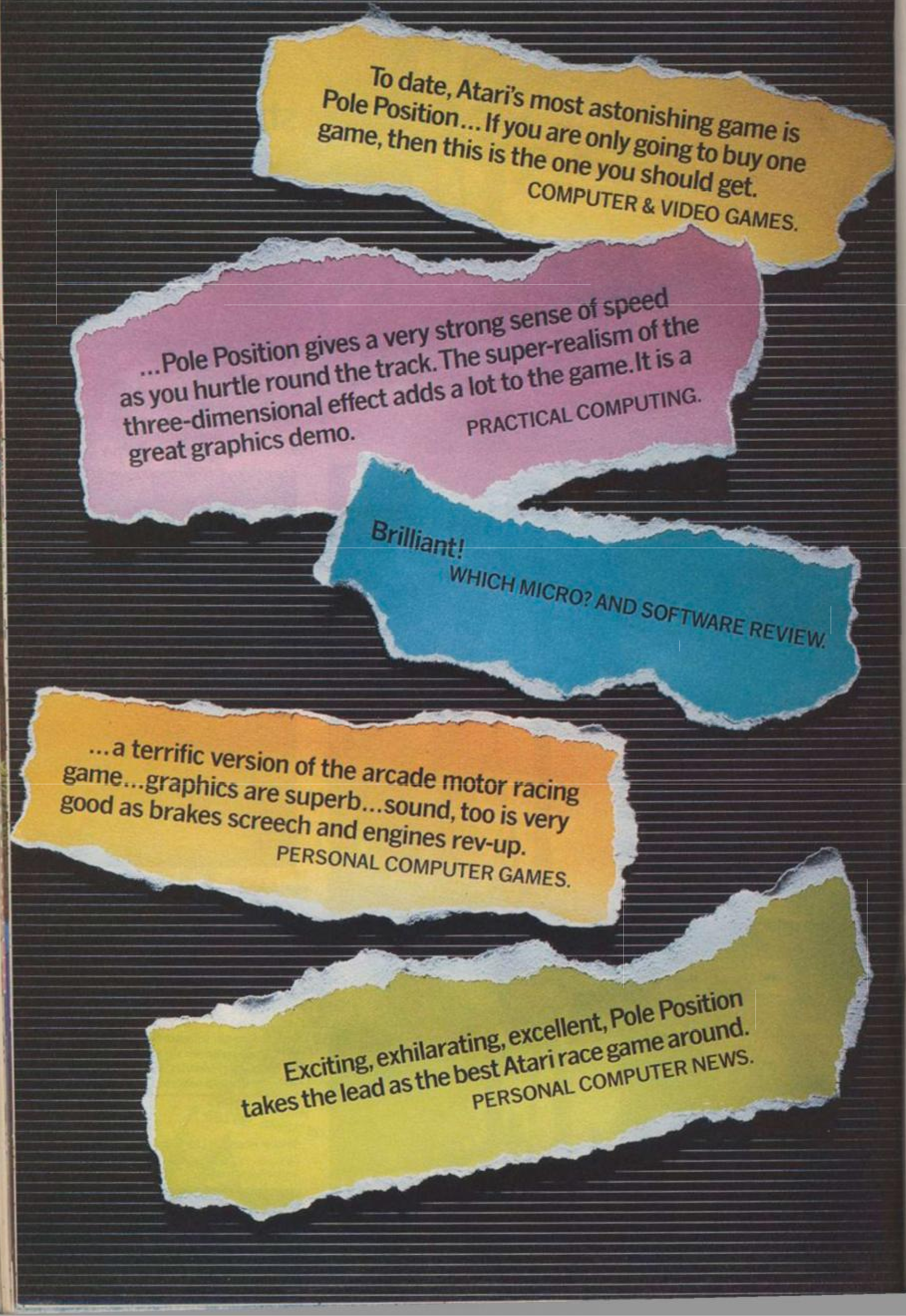


To date, Atari's most astonishing game is Pole Position… If you are only going to buy one game, then this is the one you should get.

COMPUTER & VIDEO GAMES.

…Pole Position gives a very strong sense of speed as you hurtle round the track. The super-realism of the three-dimensional effect adds a lot to the game. It is a great graphics demo.

PRACTICAL COMPUTING.

Brilliant!

WHICH MICRO? AND SOFTWARE REVIEW.

…a terrific version of the arcade motor racing game…graphics are superb…sound, too is very good as brakes screech and engines rev-up.

PERSONAL COMPUTER GAMES.

Exciting, exhilarating, excellent, Pole Position takes the lead as the best Atari race game around.

PERSONAL COMPUTER NEWS.

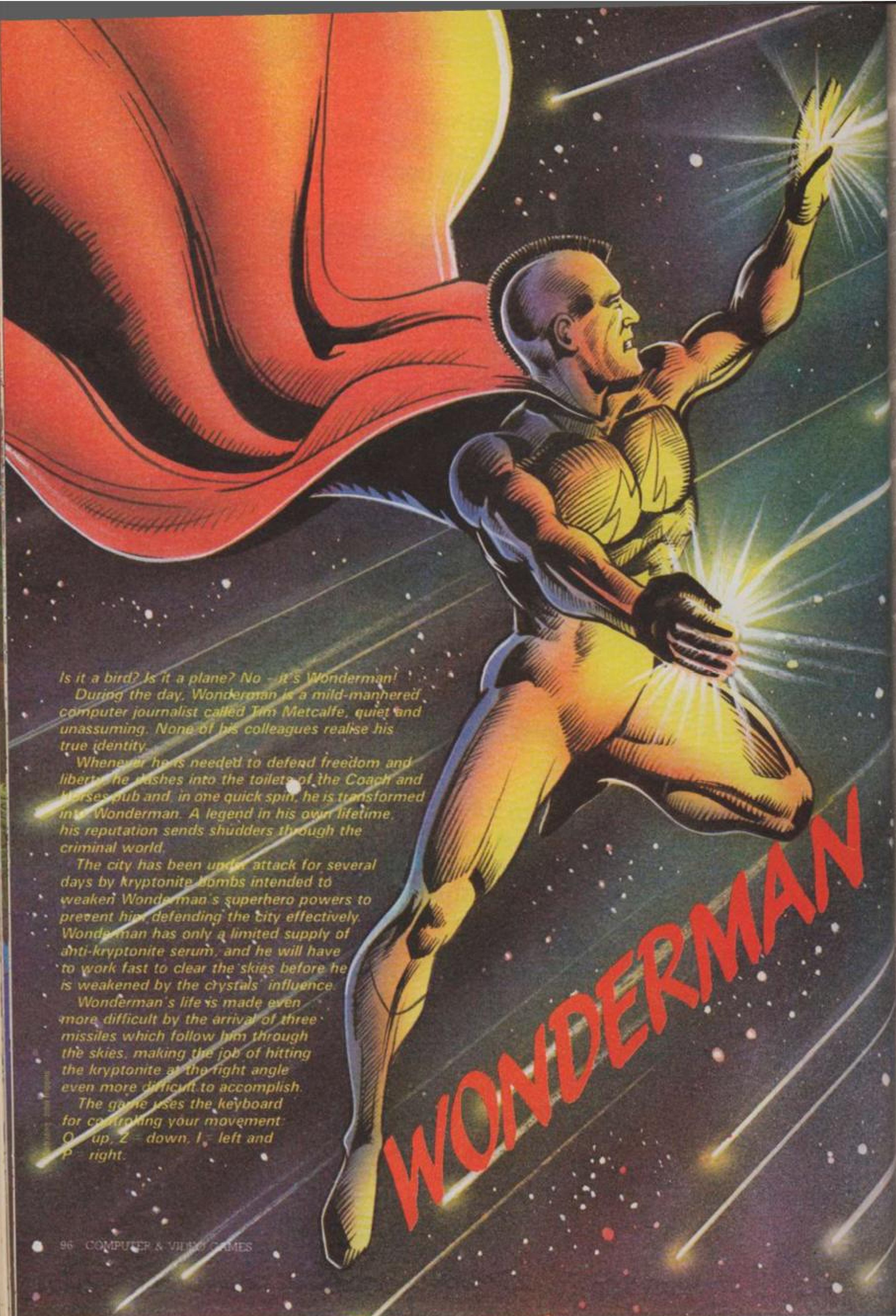
What can we say?

TOP
TIME
LAP
SCORE
SPEED

We're overwhelmed. Though we should just add that with Atarisoft, you can now play Pole Position* on the Commodore 64, BBC and Spectrum computers, as well as on all Atari® systems. Oh, and we're giving away free a Grand Prix kit and full colour wall chart with every game.

POLE POSITION
***from* ATARISOFT™**

LOOK OUT FOR OTHER LEADING COMPUTER GAMES ON ATARISOFT. PRICES START FROM £14.99. *TRADEMARK OF NAMCO. ®TM ARE TRADEMARKS OF ATARI INC.



WONDERMAN

Is it a bird? Is it a plane? No – it's Wonderman!

During the day, Wonderman is a mild-mannered computer journalist called Tim Metcalfe, quiet and unassuming. None of his colleagues realise his true identity.

Whenever he is needed to defend freedom and liberty he dashes into the toilets of the Coach and Horses pub and, in one quick spin, he is transformed into Wonderman. A legend in his own lifetime, his reputation sends shudders through the criminal world.

The city has been under attack for several days by kryptonite bombs intended to weaken Wonderman's superhero powers to prevent him defending the city effectively. Wonderman has only a limited supply of anti-kryptonite serum, and he will have to work fast to clear the skies before he is weakened by the crystals' influence.

Wonderman's life is made even more difficult by the arrival of three missiles which follow him through the skies, making the job of hitting the kryptonite at the right angle even more difficult to accomplish.

The game uses the keyboard for controlling your movement: Q – up, Z – down, I – left and P – right.

BY PHILIP SCOTT AND MARK PLUMRIDGE

RUNS ON A SPECTRUM IN 16K

```
  1 LET time=400
  2 PRINT AT 0,10;"INSTRUCTIONS"
  3 PRINT '"YOU AS SUPERMAN MUST
COLLECT 20 KRYPTONITE ... TO SA
VE YOUR SKIN": PRINT '"YOU MU
ST COLLECT THE KRYPTONITE BY HIT
TING IT AT THE RIGHT HAND SI
DE": PRINT '"ON THE WAY
YOU MUST AVOID THE MISSLES",
   PRINT ''"      PRESS A
KEY": PAUSE 0
  4 BRIGHT 1: BORDER 5: BRIGHT
0: PAPER 5: INK 0: CLS
  5 DATA 192,192,88,248,25,12,1
0,12
  6 LET n=0: PRINT AT 0,0;"CAPT
URE THE KRYPTONITE BEFORE
                          SUPE
RMAN DIES"

  7 PRINT AT 15,0
IER          SUF
                      FOR f=1 T
O 30: FOR n=1 TO 30: BEEP .005,f
: BEEP .005,n: NEXT n: NEXT f: P
AUSE 0
  8 DATA 192,192,88,248,25,12,1
0,12
  9 FOR i=0 TO 7: READ a: POKE
USR "a"+i,a: NEXT i
  9 DATA 192,192,88,248,25,12,1
0,12
 10 LET time=400
 11 RESTORE 15: FOR i=0 TO 7: R
EAD a: POKE USR "b"+i,a: NEXT i
 15 DATA 24,188,192,255,24,20,2
0
 20 RESTORE 40: FOR a=0 TO 7: R
EAD a: POKE USR "c"+a,a: NEXT a
 40 DATA 60,126,200,16,36,24,24
 50 RESTORE 60: FOR a=0 TO 7: R
EAD a: POKE USR "e"+a,a: NEXT a
 60 DATA 0,24,36,66,129,102,60
,0
155 PAUSE 0: CLS
```

```
 170 FOR f=5 TO 21: PRINT AT f,0
;"▀▀▀▀▀▀                 ▀▀▀▀▀▀▀
▀"
 171 PRINT AT 21,0;"████████████
████████████████████"
 180 NEXT f
 200 REM variables
 210 LET sc=0: LET h=20: LET v=1
5: LET posscr=4: LET posscr2=0
 211 LET l=INT (RND*10)+7
 220 PRINT AT posscr,posscr2;"A"
 230 PRINT AT h,v;"B"
 235 RESTORE 242
 241 FOR i=0 TO 7: READ a: POKE
USR "d"+i,a: NEXT i
 242 DATA 102,60,60,60,36,36,36,
36
 250 LET kro=0
 299 FOR y=19 TO 3 STEP -1
 304 PRINT AT 0,0;"SCORE=";sc;AT
0,14;"TIME=";time
 305 LET a$=INKEY$
 306 PRINT AT h+1,v;" "
 307 PRINT AT h-1,v;" "
 308 LET time=time-1
 310 IF INKEY$="8" AND v<30 AND
h THEN LET v=v+1: INK 0: PRIN
T AT h,v;"B"
 320 IF INKEY$="5" AND v>0 AND h
 THEN LET v=v-1: INK 0: PRINT
AT h,v;"C"
 330 IF INKEY$="6" AND h<20 THEN
LET h=h+1: INK 0: PRINT AT h-1,
v;" ": PRINT AT h,v;"B"
 340 IF INKEY$="7" AND h>20 THEN
LET h=h-1: INK 0: PRINT AT h+1,
v;" ": PRINT AT h,v;"B"
 400 PRINT AT 20,20;"██";AT 21,2
0;"██"
 410 PRINT AT l,y;"  ": PRINT AT
l,y+1;" ": BEEP .005,y: IF y=8
THEN PRINT AT l,y;" "
 413 PRINT AT h,v;"B": PRINT AT
y+1,l;" "
 415 PRINT AT y,8
 420 PRINT AT l,y; INK 4;"E"
 430 LET n=1
 435 IF time=101 THEN GO TO 5000
 440 IF h=l AND v=y THEN LET sc=
sc+1: LET n=0: GO SUB 9990
 500 IF sc=21 OR kro=21 THEN GO
TO 1000
 510 IF h=l AND v=y OR h=l+2 AND
v=y THEN GO TO 5000
 520 IF h=y AND v+1=l THEN GO TO
 5000
 550 NEXT y
 600 GO TO 9000
1000 CLS : LET m$="- -"
1010 BEEP .5,12: BEEP .5,8: BEEP
.5,12: BEEP .5,21: BEEP .5,19:
BEEP .5,19
1015 PRINT AT 10,10; FLASH 1;"WE
LL DONE": IF INKEY$<>"" THEN GO
TO 1: GO TO 1015
1020 CLS : LET m$="- -"
1030 PRINT AT 1,0;"SUPERMAN IS M
ISSILES"
5000 PRINT AT 3,10;"SUPERMAN IS
DEAD": FOR a=1
TO 100: NEXT a: CLS : GO TO 10
9000 GO TO 299
9990 PRINT AT l,y;" ": IF h=20
AND v+1=19 THEN LET kro=kro+1
9995 LET l=INT (RND*10)+8
9999 RETURN
```

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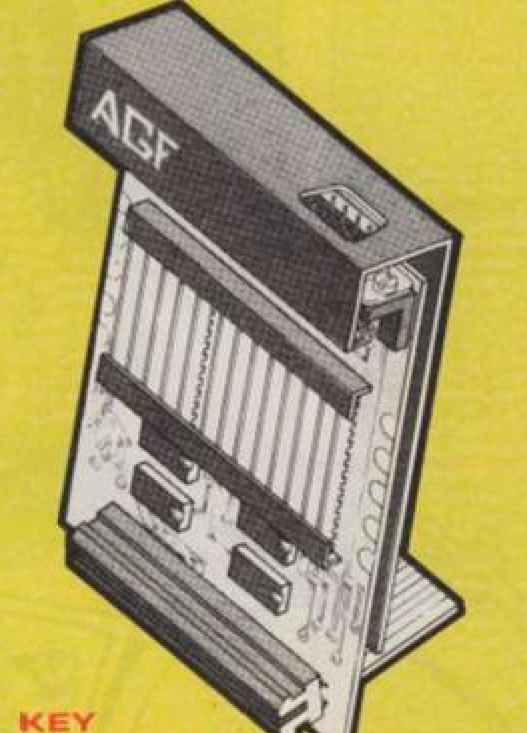

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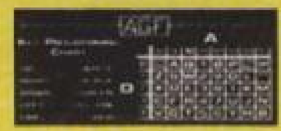

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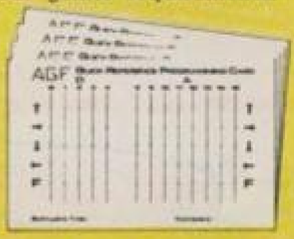

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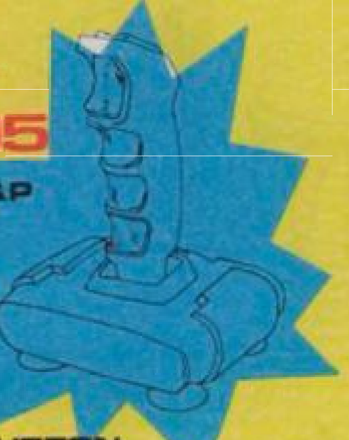

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OMELETTE

BY ALAN DOWNS

RUNS ON AN ORIC 1 IN 16K

The Chef's away and a lot of things are cooking in the kitchen!

He has disappeared and left the gas on full blaze in the kitchen. Your only chance of survival is to throw eggs into the hot frying pans to cool them down.

Every time you hit one of the pans, you are awarded a piece of rope which, when it's long enough, you can use to climb out of the very hot oven and turn off the gas. However, if you happen to miss the pans and let the egg hit the ground, the omelette monster lurking in the dark corners of the kitchen can add one step to his already fast growing ladder.

The difficulty of the game is determined by how hot the cooker can become before it blows up. In skill level one it is 180 degrees but in the second, it is only 130 degrees.

VARIABLES
P1 — Pan 1's co-ordinates
P2 — Pan 2's "
X&Y — Chick's "
L — Ladder's "
LL — Climber's co-ordinates
CT — Temperature counter
SK — Skill level
MD$ — Melody string

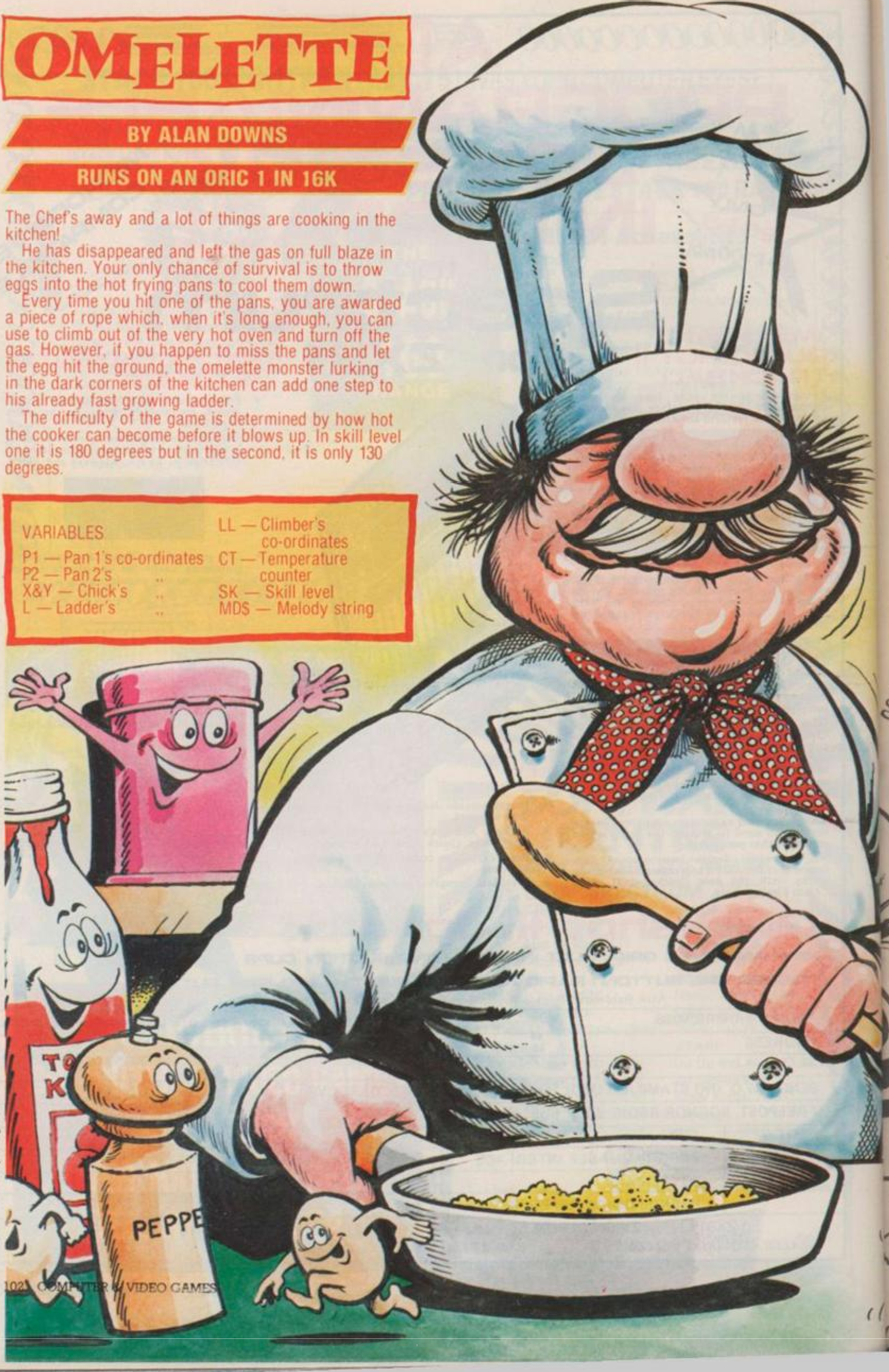


Illustration: Terry Rogers.

```
3 TEXT:PAPER4:INK7:PRINTCHR$(20)
4 IF RD<1THENGOSUB4000
5 RESTORE:GOSUB5000
6 P1=10:P2=12:X=10:Y=0:R=0:L=17:CT=0:TT=
0
7 POKE#26A,10:SOUND1,5000,0:PLAY1,0,1,50
0
10 CLS:FG=0
20 A=FRE("")
30 PLOT1,24,2:PLOT2,24,"YOUR TEMP :
   ORIC TEMP :"
35 MT$=STR$(MT):MR$=STR$(MR)
40 PLOT6,26,MR$+"    HIGHEST ROUND TODAY
"
45 REM  )) MAIN LOOP ((
50 REPEAT
60 TT$=STR$(TT):CT$=STR$(CT)
100 TT=TT+1:CT=CT+1:IFCT>=MT THEN400
104 PLOT14,24,TT$:PLOT33,24,CT$
110 P=PEEK(520)
120 IFP=172AND X>2THENPLOTX,Y," ":X=X-1
130 IFP=180AND X<36THENPLOTX,Y," ":X=X+1

135 IFP=188ANDSCRN(1,R)=32ANDR<17THENMUS
IC1,1,7,0:PLAY1,0,1,100
136 IFP=188ANDSCRN(X-1,Y+1)=124THENPLOTX
,Y," ":GOTO1000
140 IFP=132ANDFG=0THENXX=X:YY=Y:FG=1:SOU
ND1,3000,0:PLAY1,0,1,1000
150 IFFG=1ANDYY<20THENPLOTXX,YY," ":YY=Y
Y+1
```

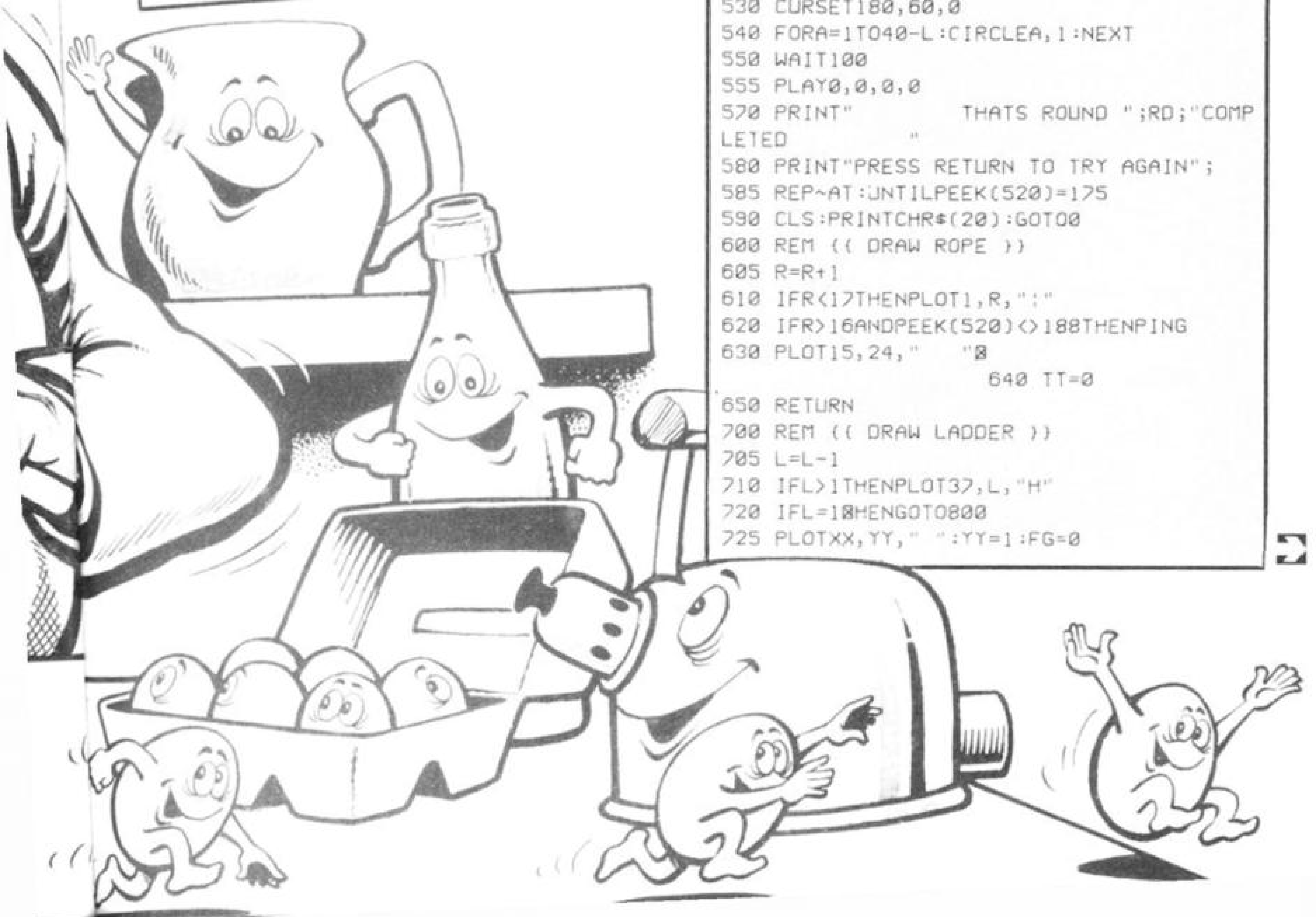
```
160 IFFG=1ANDYY<20THENPLOTXX,YY,"x"
170 IFYY>19THENFG=0:YY=1:PLOTXX,YY," "
180 IF SCRN(XX,YY+1)=121THENPLAY1,1,1,50
0:GOSUB600
190 IF SCRN(XX,YY+1)=122THENPLAY1,1,1,50
0:GOSUB700
195 PLOTX,Y,"u"
200 IFRND(1)>.50AND P1<22THENP1=P1+1:GOT
O220
210 IFP1>2THENP1=P1-1
220 PLOT0,20,1:PLOTP1,20," yyyyyyyyyyyy
"

230 PLOT0,21,1:PLOTP1,21," (zzzz[]zzzz)
"

240 IF RND(1)>.50AND P2<22THENP2=P2+1:GO
TO260
250 IFP2>2THENP2=P2-1
260 PLOT0,18,3:PLOTP2,18," zzzzzzzzzzzz
"

270 PLOT0,19,3:PLOTP2,19," (zzzz[]zzzz)
"

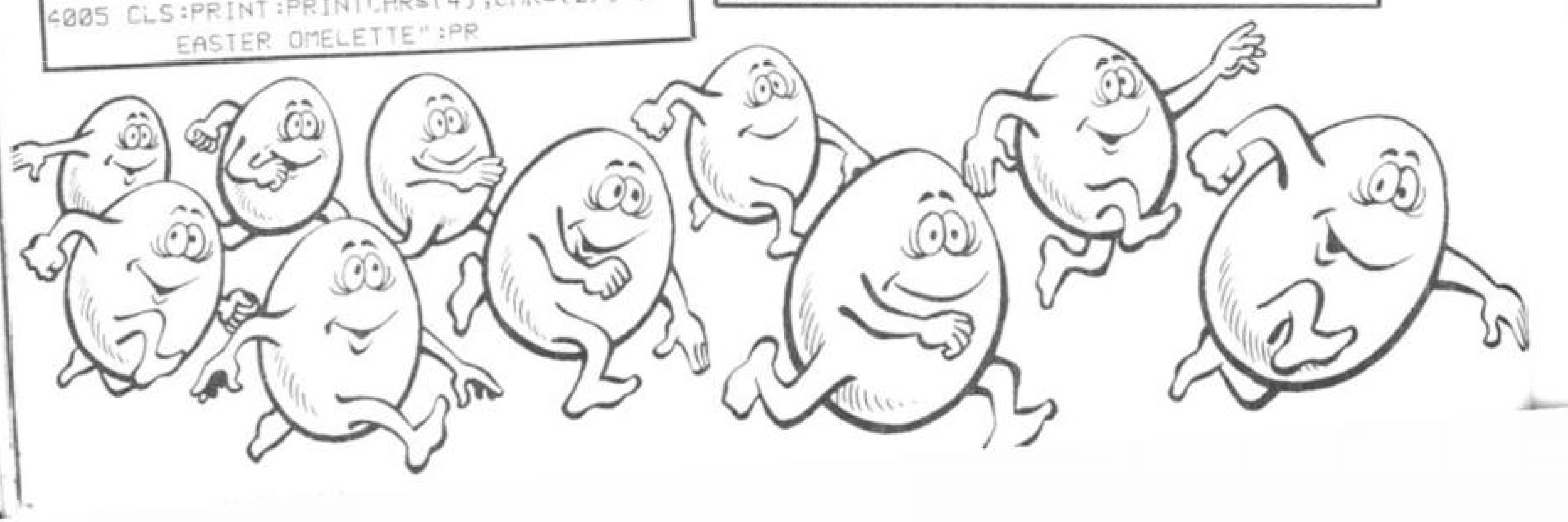
280 UNTIL TT=MT
400 RE0 (( TEMP TO HIGH ))
410 CLS:PLOT0,12,"THE COOKER0 BLOWN,DUE
TO EGGSTREME HEAT"
420 RD=0:GOTO580
500 REM (( DRAW OMELETTE ))
501 HIRES:PAPER1:INK3
503 GOSUB3000
505 PRINT" YOUR OMELETTE (( )) OR~C'S OM
ELETTE ";
510 CURSET60,60,0
520 FORA=1TO23+R~CIRCLEA,1:NEXT
530 CURSET180,60,0
540 FORA=1TO40-L:CIRCLEA,1:NEXT
550 WAIT100
555 PLAY0,0,0,0
570 PRINT"          THATS ROUND ";RD;"COMP
LETED        "
580 PRINT"PRESS RETURN TO TRY AGAIN";
585 REP~AT:UNTILPEEK(520)=175
590 CLS:PRINTCHR$(20):GOTO0
600 REM (( DRAW ROPE ))
605 R=R+1
610 IFR<17THENPLOT1,R,":"
620 IFR>16ANDPEEK(520)<>188THENPING
630 PLOT15,24,"   "0
                         640 TT=0
650 RETURN
700 REM (( DRAW LADDER ))
705 L=L-1
710 IFL>1THENPLOT37,L,"H"
720 IFL=10HENGOTO800
725 PLOTXX,YY," ":YY=1:FG=0
```

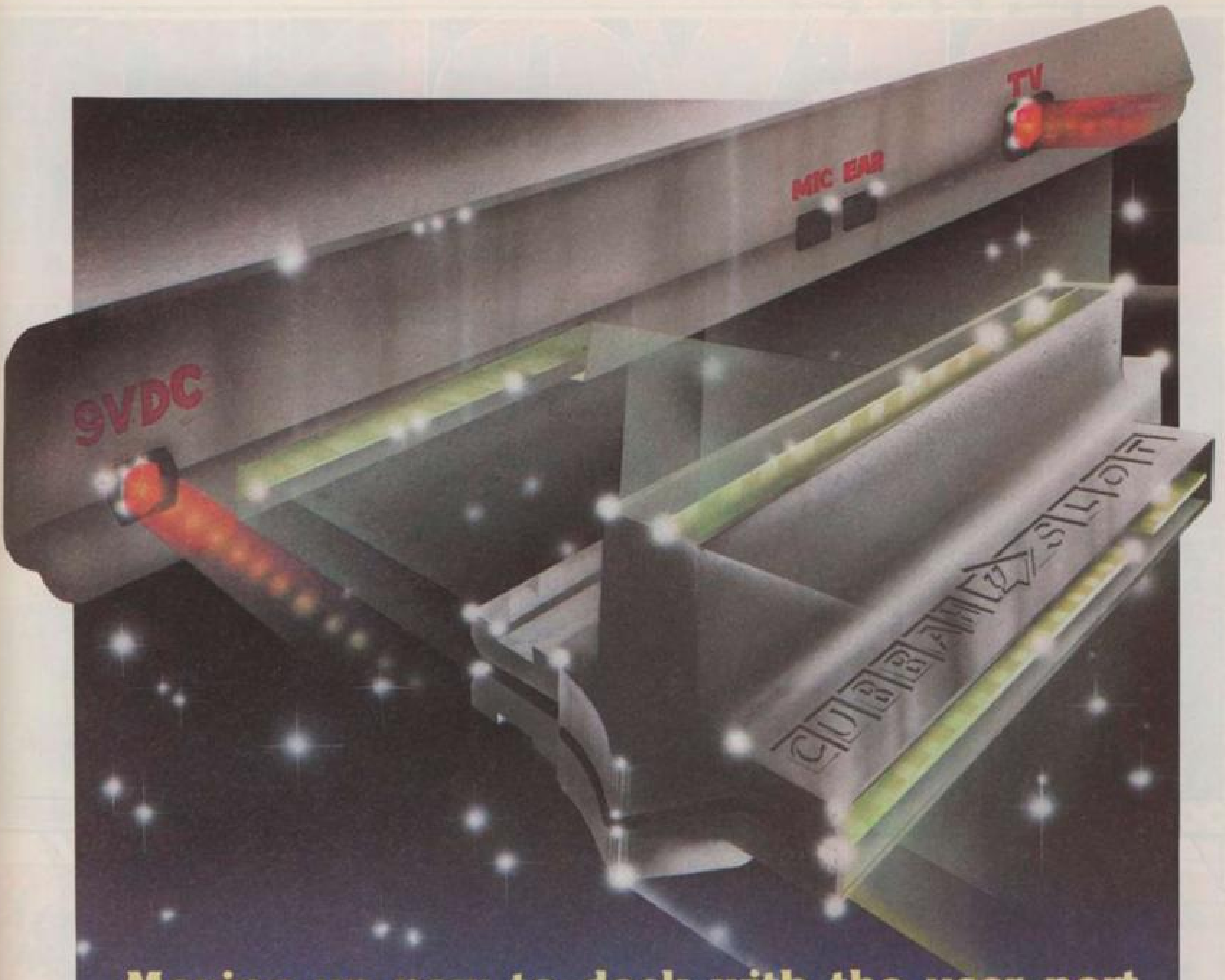


```
730 PLOT34,24,"     "
735 CT=0
740 RETURN
800 REM (( LOST ROUTINE ))
802 LL=17
805 REPEAT:LL=LL-1:SOUND1,LL*3,8
810 PLOT38,LL,"v":WAIT10
820 PLOT38,LL," "
830 UNTIL LL=2:PLAY0,0,0,0
840 CLS:PLOT4,12,"ORIC HAS PINCHED ALL T
HE EGGS"
850 PLOT10,14,"WHAT ROTTEN LUCK!"
855 IF RD>MR THE~ MR=RD
860 RD=0:GOTO580
1000 REM (( WIN ROUTINE ))
1005 REPEAT:PLOTX,Y,"v"
1010 IFY<19ANDSCRN(X-1,Y+1)=32THENMUSIC1
,1,1,8:GOTO2000
1020 WAIT10
1030 PLOTX,Y," "
1040 Y=Y+1:SOUND1,Y*10,8
1050 UNTIL Y>15:PLAY0,0,0,0
1070 RD=RD+1:MT=MT-10:IFMT<120THENMT=120
1080 IF RD>MR THEN MR=RD
1090 GOTO500
2000 REM (( IF FALLEN ))
2005 REPEAT:PLOTX,Y,"w"
2010 SOUND1,Y~5,8
2020 PLOTX,Y," "
2030 Y=Y+1
2040 UNTILY>16:SHOOT
2045 WAIT20
2050 CLS:PLOT2,12,"YOU FELL AND KNOCKED
YOUR PAN OVER"
2060 PLOT10,14,"THE YOLKS ON YOU!"
2065 IF RD>MR THEN M(=RD
2070 RD=0:GOTO580
3000 REM (( DR0W PANS ))
3005 PLAY2,1,3,8000
3010 CURSET60,60,0
3015 CIRCLE45,1:CIRCLE40,1
3020 CURSET180,60,0
3030 CIRCLE45,1:CIRCLE40,1
3040 CURSE150,104,1
3050 DRAW0,80,1:DRAW20,0,1:DRAW0,-80,1
3060 CURSET170,104,1
3070 DRAW0,80,1:DRAW20,0,1:DRAW0,-80,1
3080 CURSET60,175,0:CIRCLE2,1
3090 CURSET180,175,0:CIRCLE2,1
3999 RETURN
4000 REM  (( INSTRUCTIONS ))
4005 CLS:PRINT:PRINTCHR$(4);CHR$(27)"N
       EASTER OMELETTE":PR
```

```
INTCHR$(4)
4010 PRINT:PRINT" <-  MOVES CHICK LEFT"
4015 PRINT:PRINT" \/ MOVES CHICK RIGHT"
4020 PRINT:PRINT" ->  TO CLIMB DOWN ROPE
"
4035 PRINT:PRINT" 'SPACE'  TO DROP EGGS"
4040 PRINT:PRINT" SOMEONE LEFT THE GAS O
N IN THE "
4045 PRINT" KITCHEN, AND THE ONLY WAY TO
 KEEP"
4050 PRINT" THE HEAT DOWN IS BY DROPPING
 EGGS"
4055 PRINT" INTO BOTH PANS (TOP PAN IS O
RIC'S"
4060 PRINT" BOTTOM PAN IS YOURS)..."
4065 PRINT" WHEN THE ROPE IS LONG ENOUGH
 CLIMB "
4070 PRINT" DOWN SO YOU CAN TURN THE GAS
 OFF."
4075 PRINT" BUT IF ORIC'S LADDER GETS TO
 HIGH"
4080 PRINT" HE'LL STEAL ALL THE EGGS..."

4090 REM (( PLAY TUNE ))
4100 MD$="0909099990705050090909099907050
5"
4110 FORLG=1TO LEN(MD$)
4120 N=ASC(MID$(MD$,LG,1))-47
4130 MUSIC3,3,N,0:PLAY7,0,1,500
4140 WAIT20:NEXTLG
4150 PRINT:INPUT"SKILL LEVEL   1-EASY <>
 2-HARD  ";SK
4160 WAIT20:PLAY0,0,0,0
4170 IF SK<1 OR SK>2 THEN 4150
4180 IF SK=1THENMT=161ELSEMT=131
4999 RETURN
5000 REM  (( DEFINE CHARS ))
5005 POKE#B647,34 'LADDER
5010 FOR A=47016 TO 47087
5020 READ B
5030 POKEA,B
5040 NEXT A
5050 DATA30,18,12,30,45,12,18,51'CHICK
5055 DATA7,7,3,63,3,3,3,63 'CLIMBER
5060 DATA0,36,36,36,36,37,63,63 'FALLER
F065 DATA12,30,30,63,63,63,63,30'EGG
5070 DATA63,63,63863,63,63,63,63'1 PAN
5075 DATA63,63,63,63,63,63,63,63'2 PAN
5080 DATA63,63,31,15,7,3,1,1'L/EDGE PAN
5090 DATA21,10,21,10,21,10,21,10'ROPE
5095 DATA63,63,62,60,56,48,32,32'R/EDGE
PAN
6000 RETURN
```





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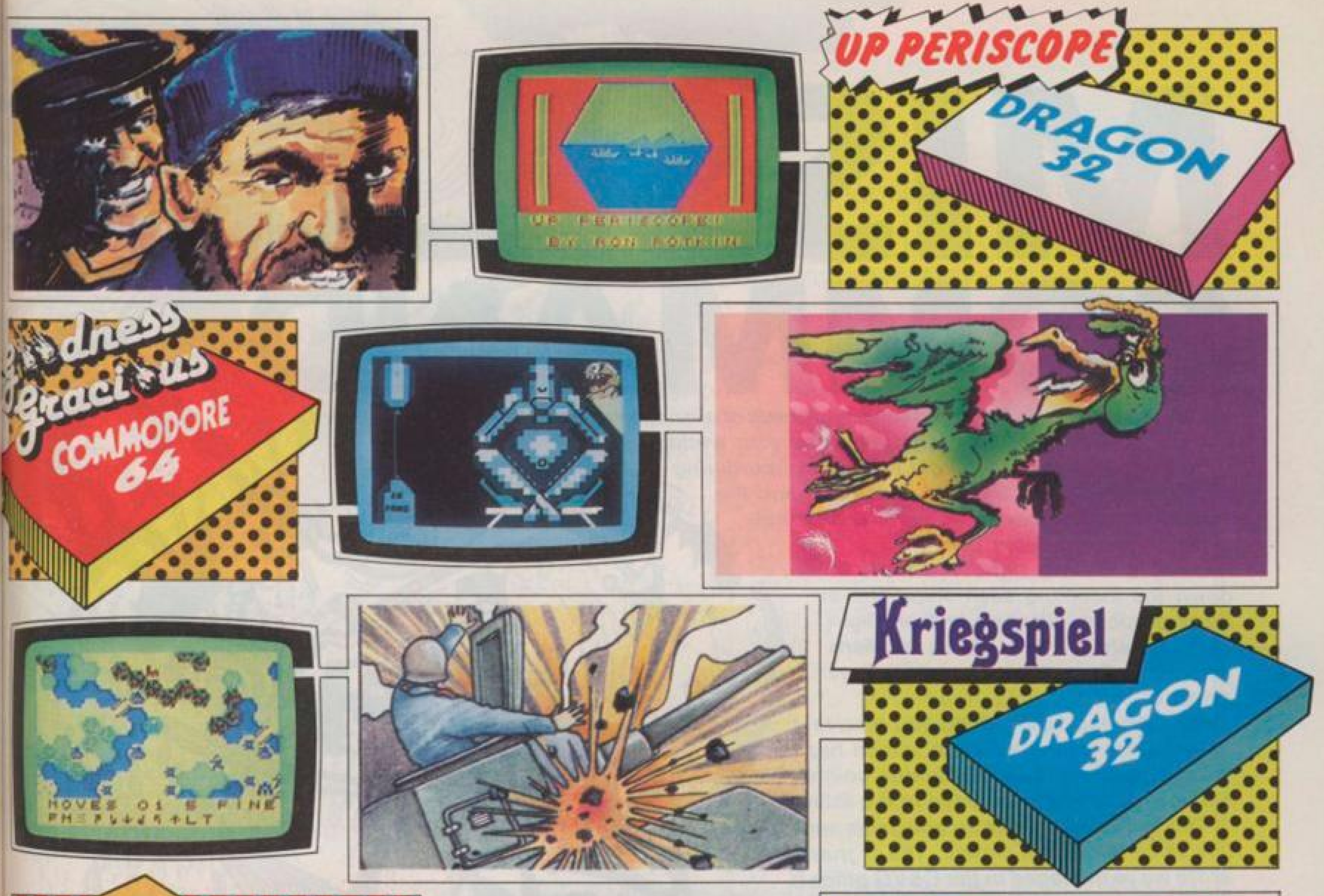
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Using a moving sight, you must track down the incoming alien ships and air burst a nuclear weapon in their flight paths. There are four waves of aliens and the alien changes every three screens.

After gaining 1500 points, you receive an extra life and when each screen has finished you are awarded bonus points. Full instructions are included in the listing.

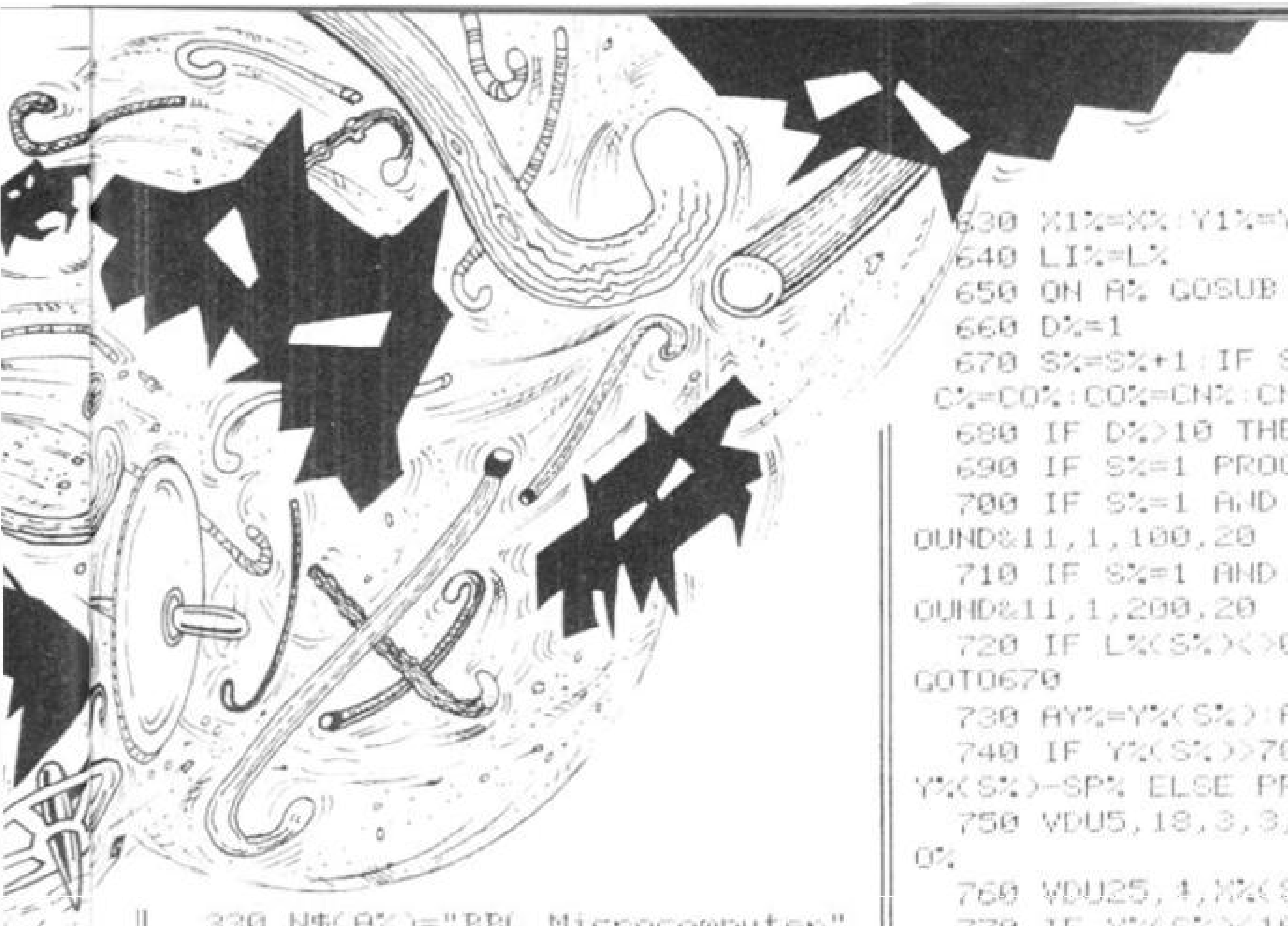
This is a version of the arcade game and has since become a classic. The highest score we've managed in the C&VG office is 20,000. Do you reckon you can beat that? If you do, let us know.

Illustration: Dorian Cross.

RUNS ON A BBC MODEL B

BY FRANCIS COURTNEY

```
  130 VDU23,240,8,6.8,119,8,8,8,
0
  140 VDU23,242,8,28,28,54,127,2
0,34,20
  150 VDU23,245,24,24,60,60,66,0
,0,0
  160 VDU23,246,0,0,0,36,102,102
,231,231
  170 VDU23,247,0,0,0,0,60,126,1
26,126
  180 VDU23,248,126,60,60,24,24,
24,0,0
  190 VDU23,249,8,24,56,24,8,9,8
,0
  200 VDU23.250,129,66,36,24,24,
36,66,129
  210 VDU23,251,0,135,130,130,13
0,130,247,0
  220 VDU23,252,0,87,84,84,87,36
,39,0
  230 VDU23,253,0,112,80,64,112,
16,112,0
  240 VDU23,225,0,119,85,68,116,
21,119,0
  250 VDU 23,226,0,103,84,84,103
,84,87,0
  260 VDU23,227,0,117,71,71,119,
69,117,0
  270 *FX10,5
  280 *FX9,5
  290 ENVELOPE1,3,0,0,0,0,0,0,12
1,-10,-5,-2,120,120
  300 ENVELOPE2,1,10,20,-5,2,0,2
0,-9,10,-5,12,120,120
  310 DIM N$(8),SC%(8)
  320 FOR A%=1 TO 8:SC%(A%)=150+
(10-A%)*250
```



```
  330 N$(A%)="BBC Microcomputer"
  340 NEXT
  350 DIM X%(10),Y%(10),L%(10),F
P%(3)
  360 MODE 7
  370 PROCBEG
  380 PROCHISC
  390 VDU23,242,8,28,28,54,127,2
0,34,20
  400 VDU23,241,8,28,20,127,62,2
0,34,65
  410 SP%=6:MS%=8:FL%=60
  420 L%=3:SC%=0:SCR%=1:HS%=20
  430 MODE2
  440 VDU19,6,5,0;
  450 FOR F%=1 TO 3:FP%(F%)=FL%:
NEXT
  460 IF L%=0 GOTO 1950
  470 PRINTTAB(5,0);"Score:";TAB
(6,1),SC%
  480 VDU31,1,0,251,252,253
  490 VDU31,16,0,225,226,227,253
  500 PROCPRLI
  510 PROCPRSCR
  520 FOR S%=1 TO 10:X%(S%)=100+
S%*100
  530 Y%(S%)=900
  540 L%(S%)=0:NEXT
  550 PROCS
  560 VDU4:COLOUR130:COLOUR0:PRI
NTTAB(3,31);FP%(1),TAB(9,31);FP%
(2),TAB(15,31);FP%(3);CHR$30:VDU
5
  570 X%=600:Y%=200
  580 MX%=150:ATX%=SP%
  590 FOR S%=1 TO 10
  600 VDU18,3,3,5,25,4,X%(S%);Y%
(S%);241:NEXT
  610 VDU18,3,5,5,25,4,X%;Y%;240

  620 CN%=241:CO%=242
```

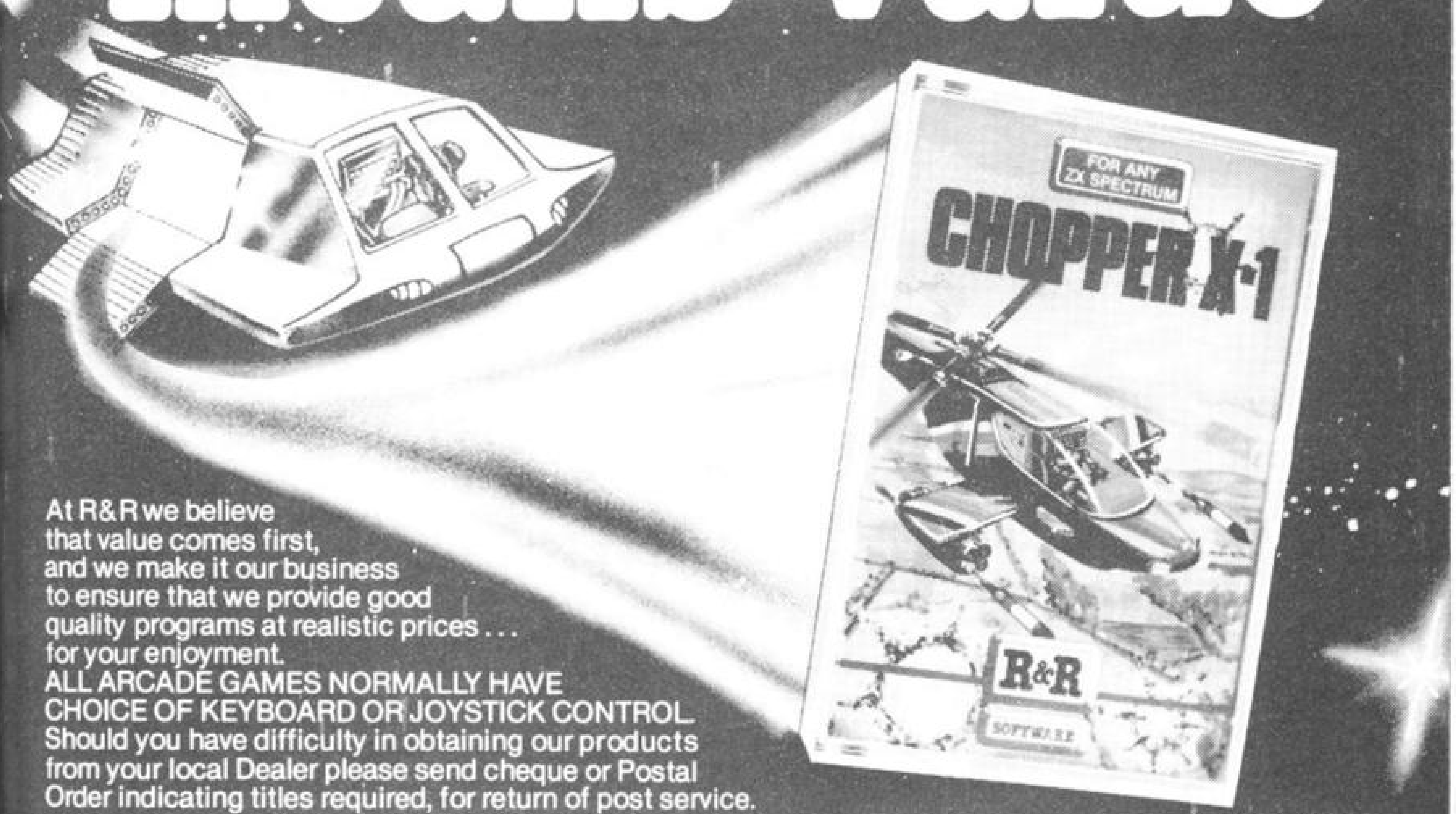
```
  630 X1%=X%:Y1%=Y%
  640 LI%=L%
  650 ON A% GOSUB 840,910
  660 D%=1
  670 S%=S%+1:IF S%>10 THEN S%=1
 C%=CO%:CO%=CN%:CN%=C%
  680 IF D%>10 THEN GOTO2060
  690 IF S%=1 PROCZ
  700 IF S%=1 AND CN%=241 THEN S
OUND&11,1,100,20
  710 IF S%=1 AND CN%=242 THEN S
OUND&11,1,200,20
  720 IF L%(S%)<>0 THEN D%=D%+1:
GOTO670
  730 AY%=Y%(S%):AX%=X%(S%)
  740 IF Y%(S%)>700 THEN Y%(S%)=
Y%(S%)-SP% ELSE PROCATTCK
  750 VDU5,18,3,3,25,4,AX%;AY%,C
O%
  760 VDU25,4,X%(S%);Y%(S%);CN%
  770 IF Y%(S%)<100 THEN L%=L%-1
:FOR F%=1 TO 3:FP%(F%)=60:NEXT:G
OTO430
  780REM
  790REM
  800 IF X%=X1% AND Y1%=Y% GOTO
630
  810 VDU18,3,5,5,25,4,X1%;Y1%;2
40
  820 VDU25,4,X%;Y%,240
  830 GOTO 630
  840 REM JOY STICK
  850 IF ADVAL(1)>44000 THEN X%=
X%-MS%
  860 IF ADVAL(1)<21000 THEN X%=
X%+MS%
  870 IF ADVAL(2)<21000 THEN Y%=
Y%-MS%
  880 IF ADVAL(2)>44000 THEN Y%=
Y%+MS%
  890 IF (ADVAL(0) AND 3)=1 PROC
F
  900 RETURN
  910 REM KEYS
  920 IF INKEY(-98) THEN X%=X%-M
S%
  930 IF INKEY(-67) THEN X%=X%+M
S%
  940 IF INKEY(-105) THEN Y%=Y%-
MS%
  950 IF INKEY(-73) THEN Y%=Y%+M
S%
  960 IF INKEY(-99) THEN PROCF
  970 RETURN
  980 DEFPROCPRSCR
  990 SX%=1200:SRS%=SCR%
 1000 REPEATSRS%=SRS%-1
 1010 VDU5,18,0,5,25,4,SX%,991;2
49
 1020 SX%=SX%-32
 1030 UNTIL SRS%=0
 1040  ENDPROC
 1050 DEFPROCPRLI
 1060 LL%=L%:LX%=10
 1070 REPEATLL%=LL%-1
 1080 VDU5,18,0,1,25,4,LX%;991;2
40
 1090 LX%=LX%+68
 1100 UNTILLL%=0
 1110 ENDPROC
 1120 DEFPROCS
 1130 VDU24,0;0;1279;50;:GCOL0,1
30:CLG
 1140 VDU26
 1150 FOR P%=200 TO 1000 STEP 40
0
 1160 VDU5,25,4,P%;100;
 1170 VDU18,0,1,245,10,8,246
 1180 VDU5,25,4,P%;100;
 1190 VDU18,0,4,247,10,8,248
 1200 NEXT
 1210 FOR RR%=1 TO 30:GCOL0,7+RN
D(4)
 1220 PLOT69,RND(1280),100+RND(8
00)
 1230 NEXT
 1240 ENDPROC
 1250 LEFPROCATTCK
 1260 Y%(S%)=Y%(S%)-SP%
 1270 IF Y%(S%)<300 THEN PROCXTH
 ELSE PROC1TH
 1280 ENDPROC
 1290 DEFPROCXTH
 1300 IF S%<4 THEN GOTO1350
 1310 IF S%>3 AND S%<7 THEN GOTO
1380
 1320 IF X%(S%)<1000 THEN X%(S%)
=X%(S%)+SP%
 1330 IF X%(S%)>1050 THEN X%(S%)
=X%(S%)-SP%
 1340 ENDPROC
 1350 IF X%(S%)<200 THEN X%(S%)=
X%(S%)+SP%
 1360 IF X%(S%)>250 THEN X%(S%)=
X%(S%)-SP%
 1370 ENDPROC
 1380 IF X%(S%)<600 THEN X%(S%)=
X%(S%)+SP%
 1390 IF X%(S%)>650 THEN X%(S%)=
X%(S%)-SP%
 1400 ENDPROC
 1410 DEFPROC1TH
 1420 IF (S%) MOD 2=1 THEN X%(S%
)=X%(S%)+ATX% ELSE X%(S%)=X%(S%)
-ATX%
 1430 ENDPROC
 1440 DEFPROCZ
 1450 IF MX%<0  THEN ATX%=SP%
 1460 IF MX%>200  THEN ATX%=-SP%
 1470 MX%=MX%+ATX%
 1480 ENDPROC
```

```
 1490 DEFPROCF
 1500 F%=0
 1510 PO%=POINT(X1%+32,Y1%-12)

 1520 IF X%>=0 AND X%<400 THEN F
%=1
 1530 IF X%>=400 AND X%<800 THEN
 F%=2
 1540 IF X%>=800 AND X%<=1280 TH
EN F%=3
 1550 IF FP%(F%)<1 THEN ENDPROC
 1560 FP%(F%)=FP%(F%)-1
 1570 VDU4
 1580 COLOUR0:COLOUR130:PRINTTAB
(-3+6*F%,31),FP%(F%);" ";CHR$30:
 VDU5
 1590 VDU18,3,1,25,4,-200+(400*F
%)+32;100;25,5,X1%+32;Y1%-12;
 1600 SOUND&13,2,6,5
 1610 IF PO%<>3 THEN1650
 1620 FOR F1%=1 TO 10
 1630 IF X%+32>X%(F1%) AND X%+32
<X%(F1%)+64 AND Y%-12<Y%(F1%) AN
D Y%-12>Y%(F1%)-32 THEN PROCEXP:
F1%=20:VDU18,3,1
 1640 NEXT
 1650 VDU 25,4,-200+(400*F%)+32;
100;25,5,X1%+32;Y1%-12;
 1660 ENDPROC
 1670 DEFPROCEXP
 1680 IF S%>=F1% THEN CL%=CN% EL
SE CL%=CO%
 1690 VDU5,18,3,3,25,4,X%(F1%);Y
%(F1%);CL%
 1700 VDU5,18,3,7,25,4,X%(F1%);Y
%(F1%);250
 1710 XA%=X%(F1%):YA%=Y%(F1%)
 1720 Y%(F1%)=2000:SOUND&10,1,6,
5
 1730 SC%=SC%+HS%
 1740 PROCBL
 1750 L%(F1%)=-1
 1760 COLOUR128:COLOUR7
 1770 VDU4:PRINTTAB(6,1);SC%:VDU
5
 1780 VDU5,18,3,7,25,4,XA%;YA%;2
50
 1790ENDPROC
 1800 DEFPROCHISC
 1810 PRINTTAB(14)" MISSILE COMM
AND "
 1820 PRINTTAB(10)," Today's Hi-
scores"
 1830 PROCBEG
 1840 FOR A%=1 TO 8
 1850 PRINT',A%,TAB(3),SC%(A%),T
AB(16),H$(A%):NEXT
 1860 PRINT' TAB(5),"Press SPACE
 BAR for keys"';TAB(2)," or FIRE
 BUTTON for joy stick"
```

R&R SOFTWARE

means value



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```
 1870 PRINTTAB(5);"Press I for I
nstruction"
 1880 A%=0:REPEAT
 1890 IF INKEY(-99) THEN A%=2
 1900 IF ADVAL(0) AND 3)=1 THEN
 A%=1
 1910 IF INKEY(-38) PROCINST:A%=
3
 1920 UNTIL A%>0 AND A%<4
 1930 IF A%=3 GOTO 1810
 1950 IF SC%(SC%(8) THEN 360
 1960 SC%(8)=SC%
 1970 FOR A%=7 TO 1 STEP-1
 1920 IF SC%(A%+1)>SC%(A%)THEN P
ROCSWOP
 1990 NEXT
 2000 MODE7
 2010 *FX15,1
 2020 PRINT''TAB(5);" You are on
 the Hi Score table "'TAB(10);"
Please enter your name"
 2030 INPUTTAB(10)" "N$(S%)
 2040 IF LEN(N$(S%))>17 THEN PRI
NT"Name to long try again ":GOTO
2030
 2050 GOTO 360
 2060 COLOUR9:SP%=SP%+4:MS%=MS%+
3
 2070 VDU4
 2080 SCR%=SCR%+1
 2090 IF SCR%=4 PROCSET1
 2100 IF SCR%=7 PROCSET2
 2110 IF SCR%=10 PROCSET3
 2120 PRINTTAB(8,10);"BONUS"
 2130 LC%=L%
 2140 FOR F%=1 TO 3
 2150 FOR SC%=SC% TO SC%+FP%(F%)
 STEP3
 2160 IF LC%=L% THEN PROCBL:VDU4
 2170 FP%(F%)=FP%(F%)-3:IF FP%(F
%)<0 THEN FP%(F%)=0
 2180 COLOUR130:COLOUR0:PRINTTAB
(-3+6*F%,31);FP%(F%);" ";CHR$30
 2190 COLOUR1:COLOUR128:PRINTTAB
(6,1);SC%:TIME=0:REPEATUNTILTIME
>5
 2200 NEXT:NEXT
 2210 GOTO 430
 2220 DEFPROCSWOP
 2230 SC%=SC%(A%):SC%(A%)=SC%(A%
+1):SC%(A%+1)=SC%
 2240 S%=A%
 2250 N$=N$(A%):N$(A%)=N$(A%+1):
N$(A%+1)=N$
 2260 ENDPROC
 2270 DEFPROCBL
 2280 LB%=L%
 2290 IF SC%>=1500 AND SC%<1500+
HS%-1 THEN L%=L%+1
 2300 IF SC%>=3300 AND SC%<3000+
HS%-1 THEN L%=L%+1
 2310 IF SC%>=4500 AND SC%<4500+
HS%-1 THEN L%=L%+1
 2320 IF SC%>=6000 AND SC%<6000+
HS%-1 THEN L%=L%+2
 2330 IF LB%<>L% THEN SOUND2,1,7
5,20:PROCPRLI
 2340 ENDPROC
 2350 DEFPROCSET1
 2350 DEFPROCSET1
 2360 MS%=8:SP%=6:FL%=100 HS%=25
 2370 VDU23,241,8,28,58,28,8,8,8
,0
 2380 VDU23,242,8,8,28,46,28,8,8
,0
 2390 ENDPROC
 2400 DEFPROCSET2
 2410 MS%=9:SP%=7:FL%=140:SH%=30
 2420 VDU23,241,4,2,2,2,4,8,8,16
 2430 VDU23,242,16,32,32,32,16,8
,8,4
 2440 ENDPROC
 2450 DEFPROCSET3
 2460 MS%=10:SP%=8:FL%=190:HS%=4
0
 2470 VDU23,241,0,8,28,62,62-20,
62,20,0
 2480 VDU23,242,0,0,0,0,20,0,0,0
 2490 ENDPROC
 2500 DEFPROCINST
 2510 CLS
 2520 PRINTTAB(14,1);CHR$132;"MI
SSILE COMMAND"
 2530 PRINT"   In this game you
have to protect"'"the moon by mo
ving your sites onto the "
 2540 PRINT"aliens and pressing
the fire button.You get four dif
ferent types of invaders;   firs
tly space invaders,second spinni
ng  tops,third walking sticks an
d fourthly  vanishing invaders."

 2550 PRINTTAB(5,14);" Z  LEFT";
TAB(20);"    UP "
 2560 PRINTTAB(3,12);"KEYS.-"
 2570 PRINTTAB(5,16);" X  RIGHT"
;TAB(20);" /  DOWN"
 2580 PRINTTAB(10,18);" SPACE BA
R  FIRE "
 2590 PRINTTAB(1,22);"Press SPAC
E BAR for Today's Hi-score"
 2600 *FX15,1
 2610 REPEATUNTIL GET=32
 2620 CLS
 2630 ENDPROC
 2640 DEFPROCBEG
 2650 SOUND 1,-15,97,10:SOUND 1,
-15,105,10:SOUND 1,-15,89,10:SOU
ND 1,-15,41,10:SOUND 1,-15,69,20
:ENDPROC
```

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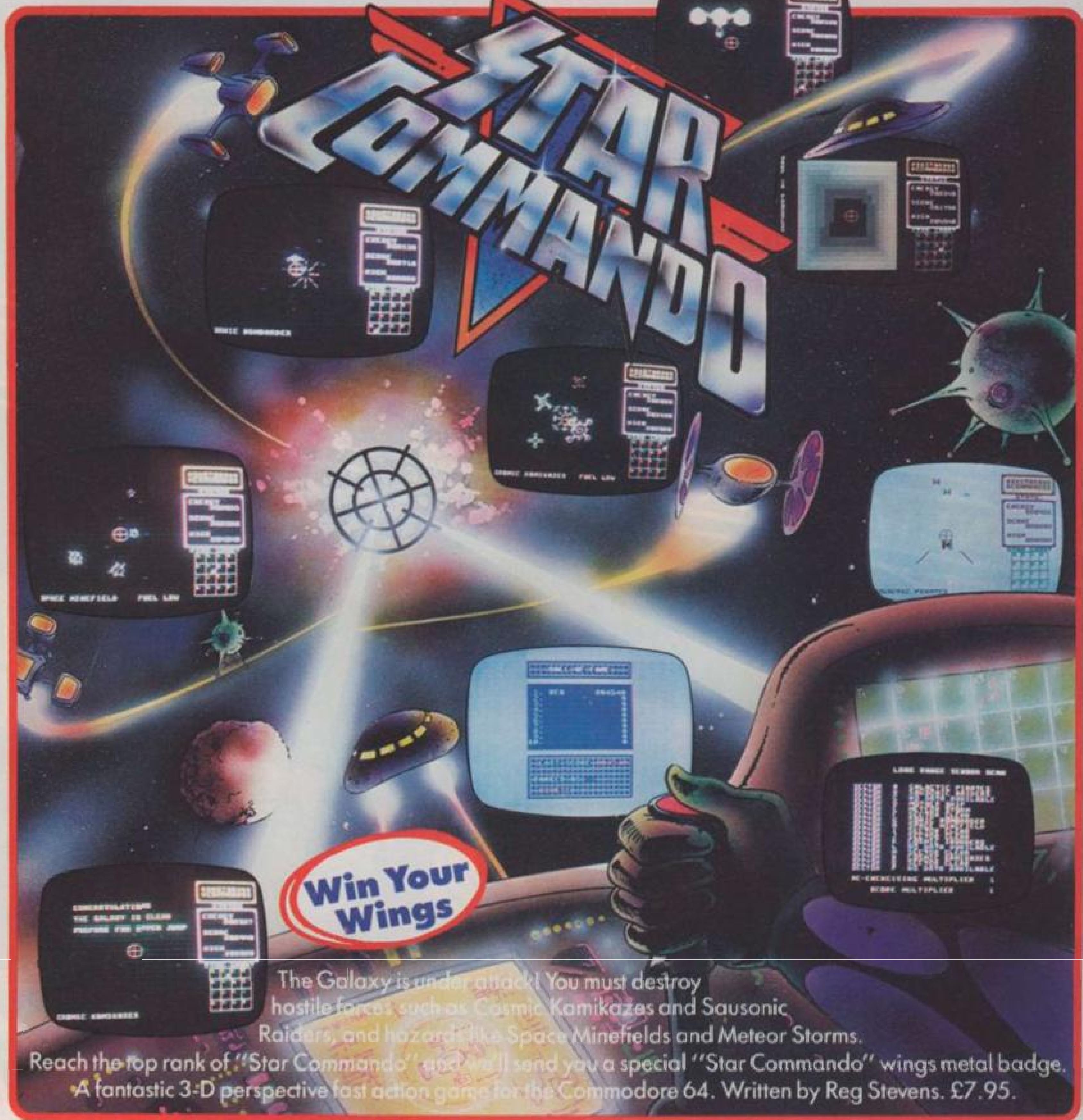
TERMINAL SOFTWARE



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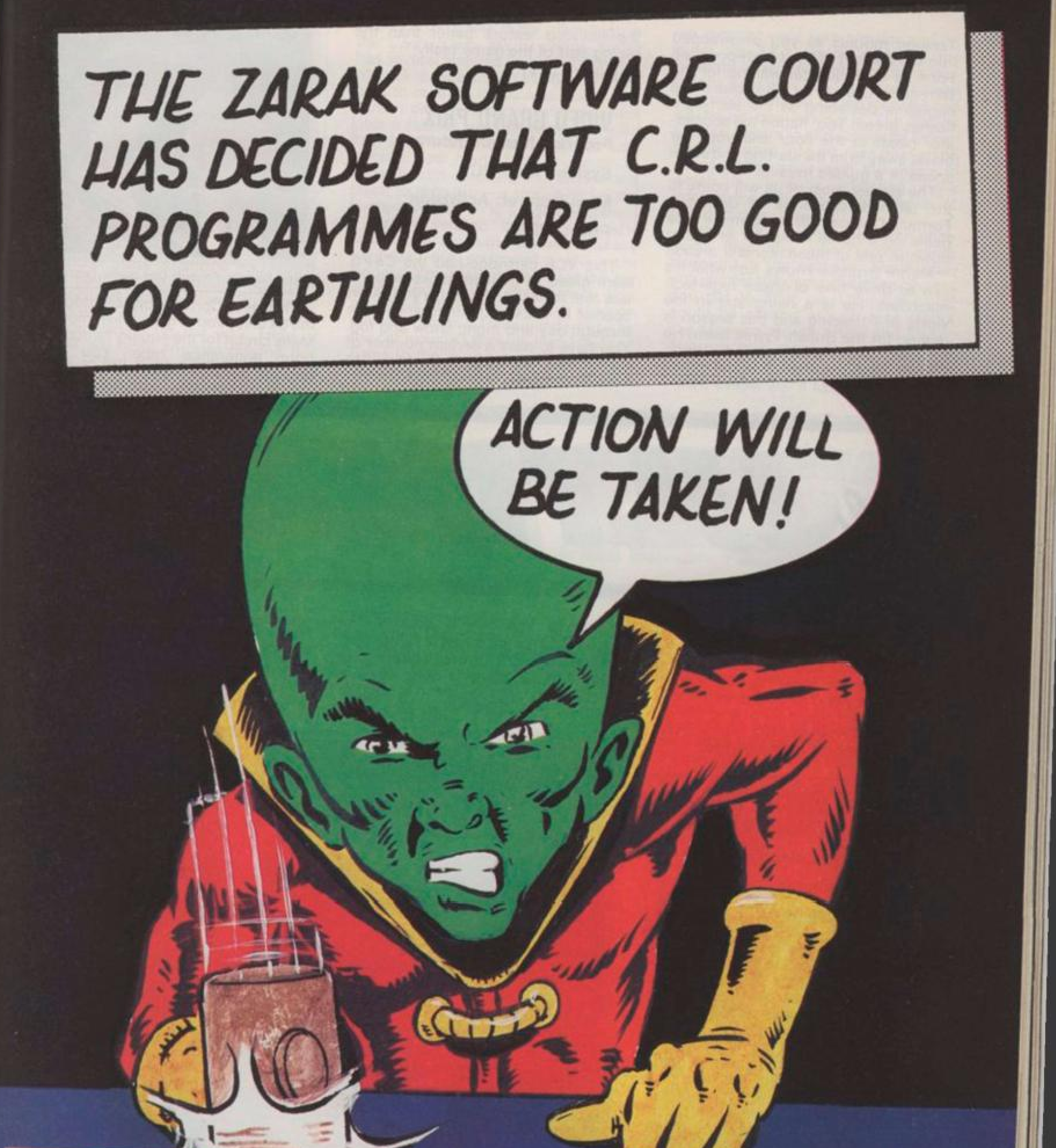
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ACTION WILL BE TAKEN!

GLUG GLUG
orpheus
FIFTH
RICHARD TAYLOR
OLYMPICS
DERBY DAY
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TEST MATCH
CRL

'An extract from the Zarak's Software Court Ruling'

CRL programs are so good it has become necessary for us to eliminate the entire range of CRL's software programs, from their no. 1 seller 'Glug Glug' to the mind blowing 'Omega Run' which are available for most of the popular earthling computers. Programs must be vapourized at Boots, Menzies, W H Smith's, Spectrum Group and any good computer shop — we must do it soon — tomorrow might be too late!

John Menzies Boots WHSMITH spectrum

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the ULTIMATE

Tension mounts as you sit strapped into the cockpit of your high-powered Formula One race car waiting for the start of the Grand Prix. The noise of the engine is deafening as the start light flashes green. You flatten the accelerator pedal to the floor and your car blasts away from the starting grid at the speed of a guided missile!

The closest most of us will come to the ultimate challenge of driving a Formula One car will be playing a race game on a home computer or sitting down in one of those monster arcade

Martin Brundle knows just what it's like to drive one of these high-tech machines. He is a rising star in the world of F1 racing and this season is driving for the British Tyrrell team. He finished fifth and scored World Championship points in his first Grand Prix race in Brazil a few weeks ago.

Computer and Video Games asked Martin to step into the turbo-charged *C&VG* special and put motor racing simulations for some top home computers and video game systems to the ultimate test. Just how true to life are they we asked? Here are Martin's verdicts on the best racing games.

VIDEO GRAND PRIX

Program Name: Pitstop

System: ColecoVision

Manufacturer: Exidy

Price: £29.99

This brand new cartridge for the Coleco features racing and a pit stop — just like the real thing! You have to keep an eye on tyre wear and your fuel as you race. If you need more tyres and fuel, you pull into the pits and control a pit crew to carry out the refuelling and tyre changes. There are several game variations and different tracks to race on — a driving game with a new twist.

Martin's verdict: "You play the part of driver and team manager in this game. You have to conserve the car to reach the finish which is very relevant to Formula One racing these days. What's very realistic about it is the way you have to look up from the track to watch the read-outs on the screen — for instance, the cursor which shows you where you are on the track — just like looking out for pit signals! Calling the tracks different names is a bit silly really, as they bear no relation to real tracks. I'd like the controls to be a bit more responsive — the joystick was better than the plug-in steering wheel module. It's also realistic in that you have to keep an eye on tyre wear. I liked the pit stop feature better than the racing part of the game really!"

Rating: (★★★★)

VIDEO GRAND PRIX

Program Name: Enduro

System: Atari VCS

Manufacturer: Activision

Price: £29.95

This VCS cartridge had the *C&VG* team glued to their joysticks when it was first released. You drive your Atari special in a 24-hour endurance race through day and night, snow and fog. You have to pass a certain number of cars during each lap — or day — to keep in the race.

Martin's verdict: "It sounds like you're riding a motorcycle rather than driving a car! But the graphics are quite good and the game is quite challenging. The joystick response is good — but the car doesn't behave like a real one when you hit the snow!"

Rating: (★★★)

Martin Brundle, Formula One driver, Tyrrell team

Martin at the wheel of the TX-1

COMPUTER GRAND PRIX

Program Name: Le Mans

Computer: Commodore 64

Manufacturer: Commodore

Price: £10.00

This new Commodore cartridge for the 64 takes you to the world famous Le Mans circuit for the equally famous 24-hour endurance race. You drive through day and night time sequences and face hazards like ice and tricky sections of the track like the Esses — a series of nasty 'S'-bends. If you hit another car, you must head for the pits — to be repaired and refuelled. There are several skill levels and you have to use the Commodore paddles to control the action.

The "track" scrolls up the screen and you guide your computer race car around the various hazards which appear.

Martin's verdict: "The night driving feature is clever — but I was soon bored with it. The pit feature doesn't really give you much variety. It's all a bit the same."

Rating: (★)

RIVING TEST

COMPUTER GRAND PRIX
Program Name: Pole Position

Computer: Atari 400/800

Manufacturer: Atari

Price: £28.95

This is the classic racing game based on the now legendary arcarde machine which you'll still see attracting big crowds at arcades and which has spawned Pole Position II and many computer game variations. You have to race your car on a qualifying lap in order to get into the Grand Prix proper — chasing and passing as many cars as you can along the way. Here at *C&VG* we quite enjoyed playing this game — but what did the real racing driver think of Pole Position?

Martin's verdict: "This has the most realistic representation of the track out of all the games I've seen today. The noise when you hit the kerbing is quite realistic — and I like the noise when you pass other cars. However, the car control is not that good."

Rating: (★★)

COMPUTER GRAND PRIX
Program Name: Chequered Flag

Computer: Spectrum

Manufacturer: Psion

Price: £6.95

This is the game that's riding high in the *C&VG/Daily Mirror* charts and it has several features including a choice of track to race on and a choice of three cars to race in! It has a sophisticated screen display and colourful graphics plus a fastest lap time feature. It also has a pit stop feature and you can choose how many laps you want to race. Martin selected the Silverstone track to race on — a circuit he knows extremely well — to judge this game.

Martin's verdict: "This is really pretty impressive, given the limitations of the keyboard but you need a few more fingers! You really have to set the car up properly to take the corners. You also have to change gear and keep an eye on your revs. I was wondering why the car wouldn't pick up, then I realised I was in the wrong gear! You have to use the brakes carefully going into the corners and there are markers to show you when the corner is coming up — something that's missing in the other games. However, the steering response isn't that good. The track is loosely based on Silverstone — but the chicane is missing. Again, there are no Armco barriers. I'm surprised that none of the games have these. Wherever you go in the world, you are racing between crash barriers!"

Rating: (★★★★)

We thought Mr Brundle might be getting an itchy throttle-foot after all this messing around with fiddly joysticks and keyboards, so we thought we'd take him for a quick burst on TX-1 which must be the ultimate in arcade motor racing simulations right now. TX-1 is a three screen 3D graphics stereo sound monster and we found one lurking in The Family Leisure Centre in Old Compton Street. Martin slipped into his race gear so he could get to grips with the machine which is currently attracting more interest than the laservideo games at this particular arcade.

Atari's TX-1 offers a greater challenge than any other racing game currently in the arcades. The further you get into the game, the more circuits you get to drive on. Ultimately, you could be roaring around race tracks like Monaco, South Africa and Spain. The graphics are amazing — there's really no other word for them! And the sounds... well, we'll let Martin tell you all about those sounds.

"Brilliant! It's the nearest you'll get to the real thing, short of getting into a proper car! The sound is amazing — especially when you go through the tunnels — and you get vibrations through the back of the seat which is a sensation you get when driving a real F1 car. You can slide the car through the corners and, when you bump wheels with other cars, not only do you hear the right sound, you also get nudged over a bit on the track. The steering is very precise and the accelerator really appears to work. The graphics are great too! How much do they cost?"

We finally managed to prise Martin out of the TX-1 and remind him that he had to be in Italy the next day ready to take his Tyrrell on a test drive at the Imola circuit. Perhaps his session on the TX-1 will help him win his first Grand Prix? We hope all *C&VG* readers will be cheering him on as he races around the world this season!

The rating system: We asked Martin to rate the games out of a possible top score of five stars, based mainly on how close the game came to real racing.

Martin tries out one of the top computer racing games

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- What's all the fuss about? Big K examines the 68000 wonderchip.
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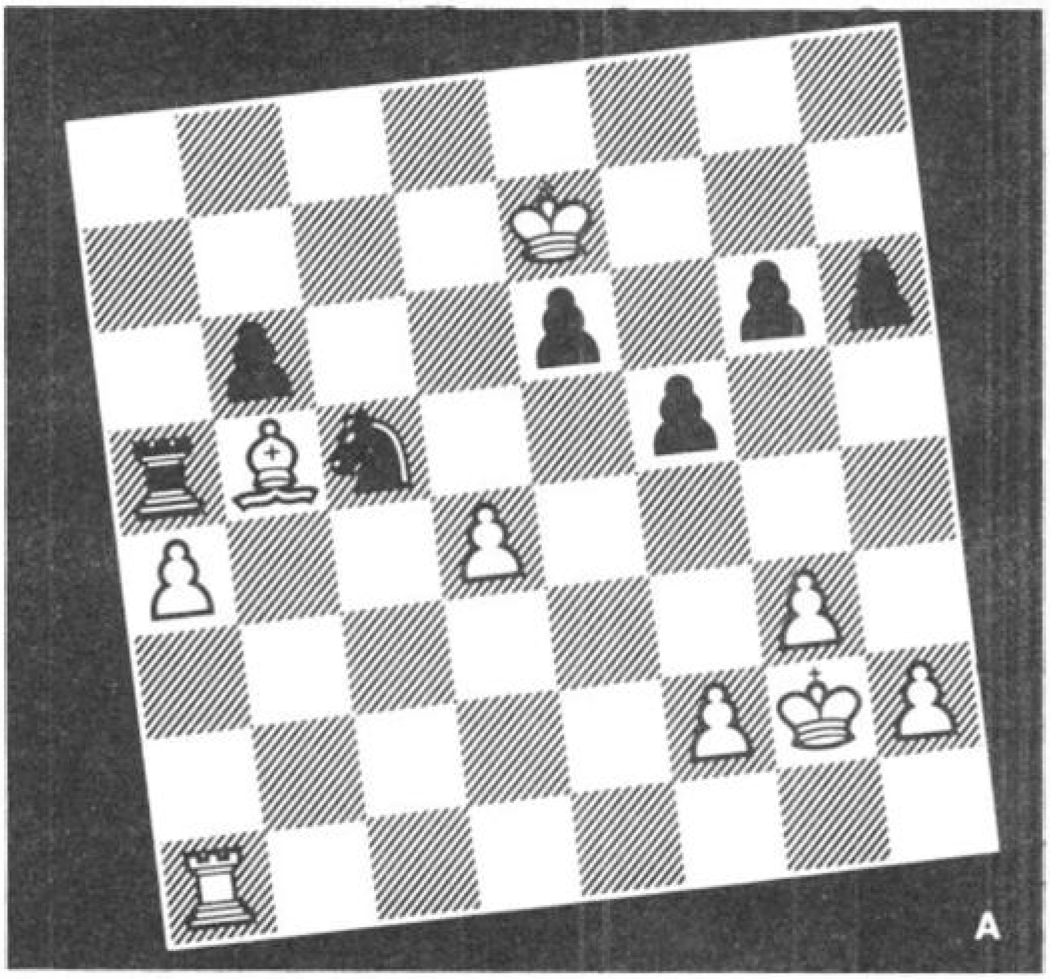


A

CHESS COMPUTERS: *your move*

Chess is still a firm favourite among computer gamesters and we like to keep you in touch with what's going on in the world of the chequered board. Our friendly chess expert, Jonathan Calder, has been looking at ways to make the most of chess computers — whether you're lucky enough to own one or can get to grips with a chess machine at your local chess club.

A few months back I looked at some of the factors which anyone thinking of buying a chess computer should bear in mind. Now, on the assumption that everybody who read that article is bound to have bought a machine, I am going to look at ways of getting every last drop of enjoyment out of it.

New owners of chess computers are easy to pick out — they are the ones with the bleary red eyes. Again and again people tell you how their machine is infinitely stronger and more fascinating than they ever thought it would be and that they have been up till the small hours every night since they bought it. It is very easy for those of us closely involved with chess computers to get blasé about machine which five years ago would have been, literally, incredible.

Just how good modern chess computers are can be seen in these two positions from last autumn's World Championship semi-finals. In both of them a CONCHESS computer, on one of its top levels, reproduces a match winning sacrifice by one of the very best players in the world.

In position A from the first Kasparov v Korchnoy game, Korchnoy played and CONCHESS plays this neat little combination: 1 .... N x P! 2 R x N R x B. 2 B x n would have come up against 2 .... P-QN4 winning back the piece. Either way Black is a pawn up and winning.

The second example, position B, from the Smyslov v Ribli match, is a real blockbuster. Smyslov played and CONCHESS plays the following brilliant sequence:

1. R x Pch!!	P x R
2. Q x Pch	N-B2
3. P-Q6ch	R x P
4. N-Q5ch	R x N
5. Q x Q	

and suddenly White has won a position.

The first example was simple, although still easy to miss if you are not a top flight computer, but the second really is something out of the ordinary. A lot of experienced commentators thought that Smyslov had overreached himself until he produced his series of thunderbolts.

Your computer won't produce something as good as that in every game (neither will you!), but there is always that chance. It's a peculiar fact that computers have good and bad days just as much as humans do. I have certainly seen a chess computer losing to a child on one day and holding a Grand Master for most of the game the next.

As time goes by, your chess is sure to improve because of the regular practice you are getting against your computer. When you find that you can give the machine a reasonable game at most levels, you should seriously consider joining your local chess club. This will give you the chance to broaden your experience and style by playing against a whole range of different players. Your computer might appreciate it too!

When you do join a club, you will really become aware of one of the great advantages of a chess computer. You play when you want to and **only** when you want to. For some reason, chess matches always take place on evenings when there is something else you want to do but when you **do** fancy a game — say on a wet Sunday afternoon — you can be sure the club won't be meeting.

Once you have joined a club, you will soon find them asking you to play in matches against other clubs. Big clubs run several teams and small clubs are almost always short of players, so you really don't have to be a master to get a game.

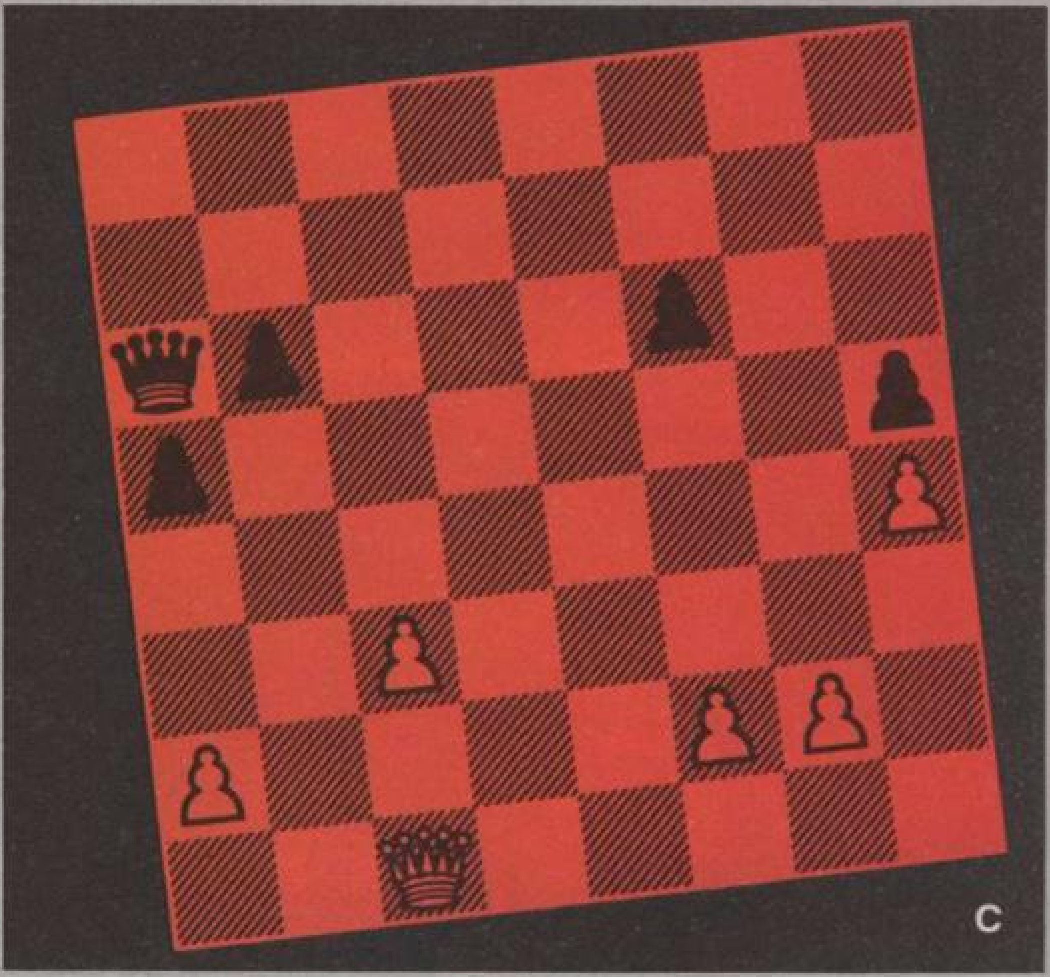
As an alternative to playing in the evenings, there are tournaments which take place over weekends. Here you will play five or six games and have the chance to see some very strong players in action in the top sections. Whichever way you choose to play your competitive chess, do not think that your computer will no longer be of use to you.

There are many ways a chess computer can help the more serious player. The most important is still in providing him with practice — regular practice and at times when he cannot get it any other way. For the serious player, the kind of practice is very important too — even friendly games must be taken seriously.

If you are playing against a computer purely for fun, it makes perfect sense to scrap a game and start a new one if you look like losing or get bored. When you are practising for competitive play, this is the last thing you should do. Just as many points are won by dogged defence or by patient manoeuvring as are won by brilliant attacking play. Of course we enjoy playing aggressively the most, but the serious player needs experience of **all** types of play.

A training method favoured by almost all strong players is the playing of five minutes or 'blitz' chess. These are games where each player has five minutes to complete all his moves and the first player to run out of time loses. They provide a very concentrated form of experience as you can see your good (or bad!) judgement rewarded on the board in front of your in a matter of seconds. This helps a player develop his chess instincts — just as important as calculating ability in playing good chess.

When you start to play serious chess, you will soon realise the importance of the first few moves and the value of being properly prepared for the opening. If there is a line that you always get bad positions against or one you know to be a particular favourite of your next opponent in the club championship, then why not use your computer to help your combat it? You can play as many games as you need, against the opening you are worried about. Your computer will not protest that it is bored with the opening and you can try half a dozen plans until you find one you are happy with.



Computers have their uses at the other end of the game as well. While endings are easily the weakest point of a chess computer's game, because ironically any competent chess player can calculate further than a computer on a near empty board, that doesn't mean they are useless from the training point of view. There are a number of rules which just have to be learnt from books but, once you have learnt them, it's very instructive to try implementing them against an opponent. If the computer plays a move that is wrong according to the book, it's up to you to prove just why it is wrong by winning the game.

You should not go away with the idea that computers are complete idiots at endings — see what a nasty shock CONCHESS gave to its fellow computer Mephisto in position C.

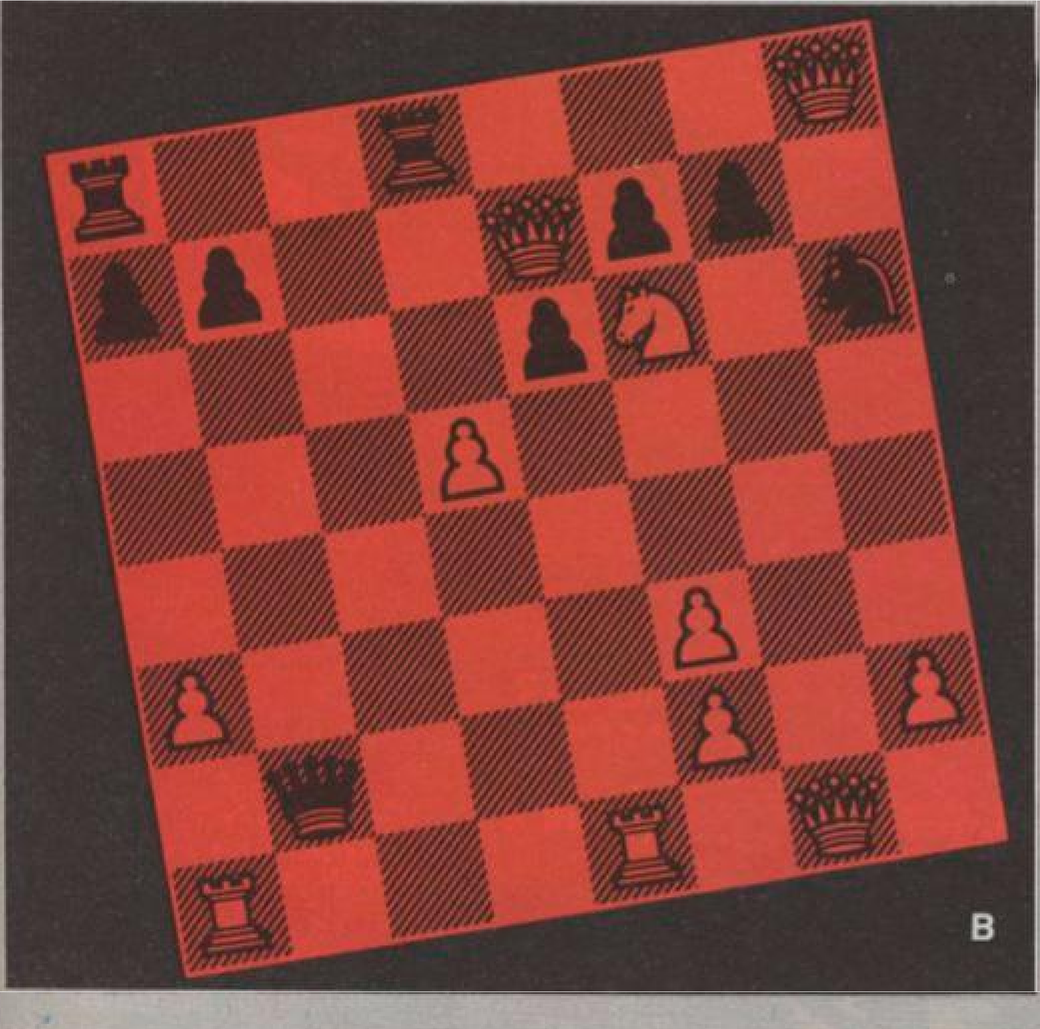
It comes from a computer tournament run by the Surrey-based chess master, Mike Basman. After Black played the plausible 1. ... K-N4, CONCHESS replied 2. P-N4! and, after Black had taken the pawn, White's KRP was free to steam up the board and the Black King was too far away to catch it. Easy to see if you know a bit about endings, but a lot of players would miss it.

So if you are just looking for fun from chess or if you want to play the game at competitive level, a chess computer has a lot to offer you. The better you play, the more you get from it.

One final thought which you may or may not find consoling. If your computer does help you to improve to the stage where you feel you have outgrown it, you can be sure that by then there will have been enough developments in programming and in hardware technology to boost your machine to new heights!

For information on chess clubs and tournaments, contact the British Chess Federation, 9a Grand Parade, St Leonards-on-Sea, East Sussex TN38 0DD. Telephone: Hastings (0424) 442500.

For information on chess computers, contact Contemporary Chess Computers 2/3 Noble Corner, Great West Road, Hounslow, Middlesex, TW5 0PA. Telephone: 01-577 1700.



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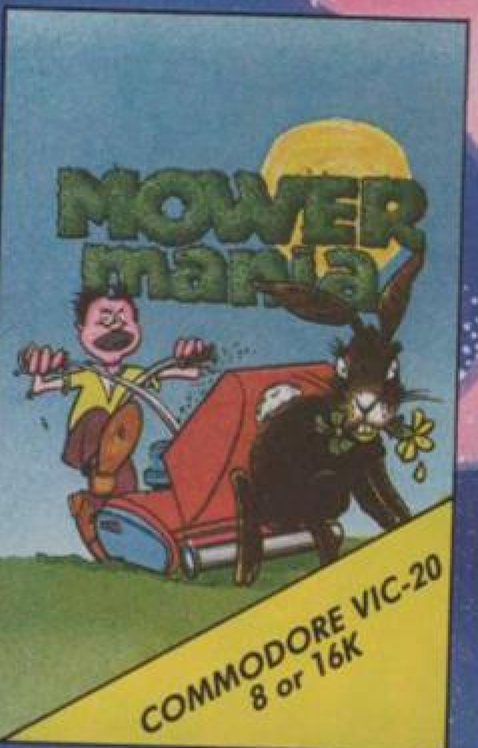
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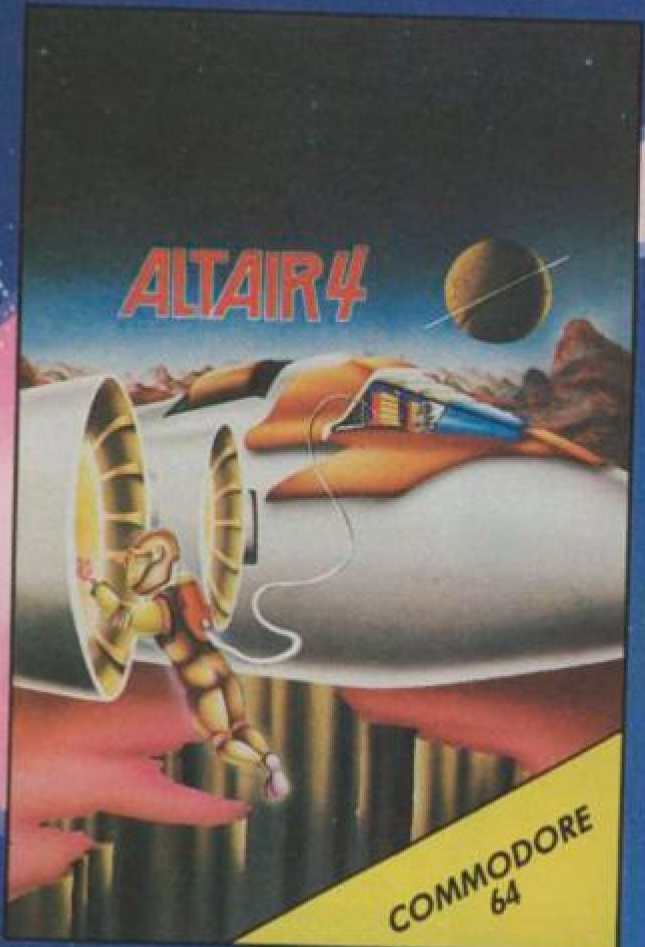
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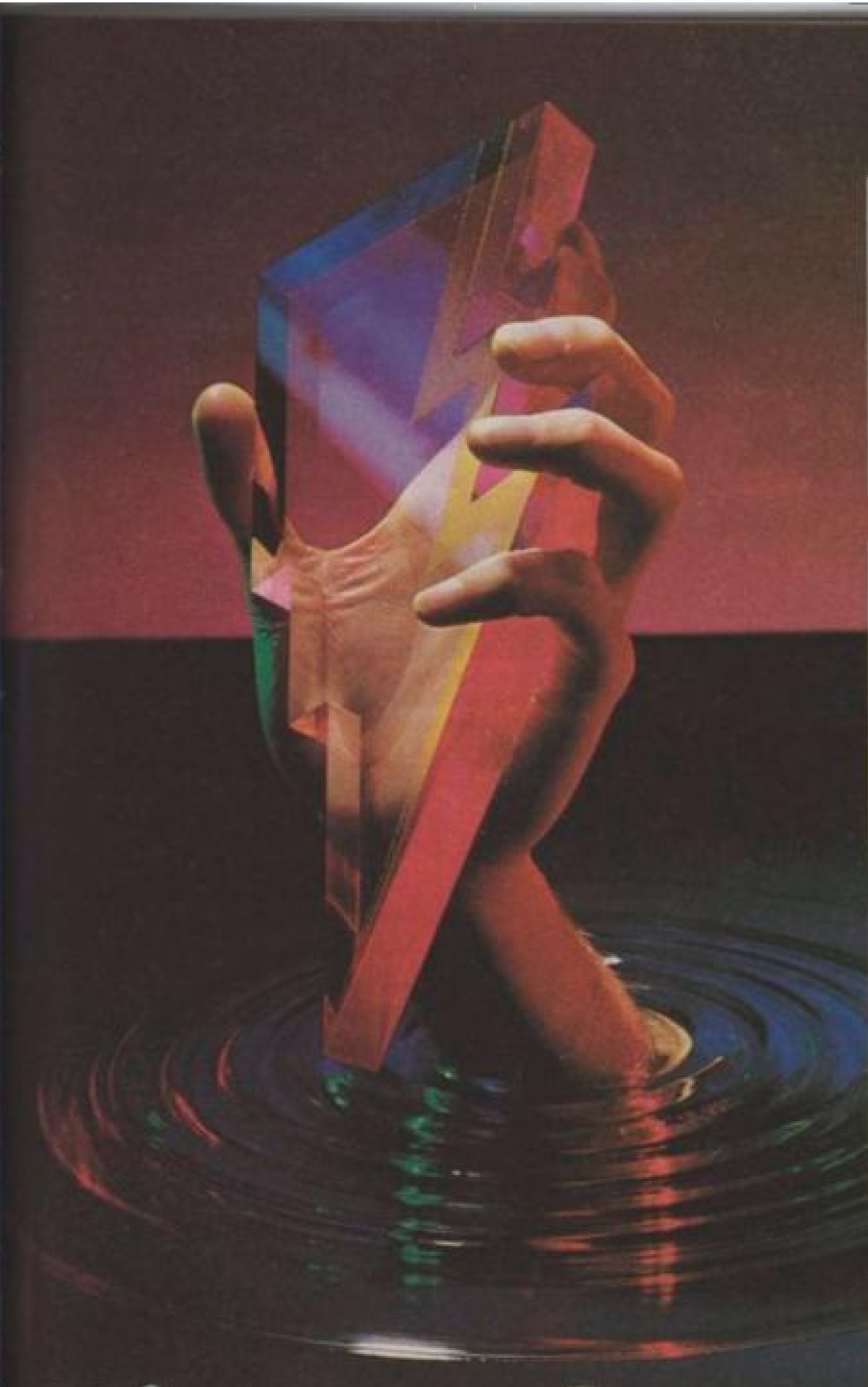

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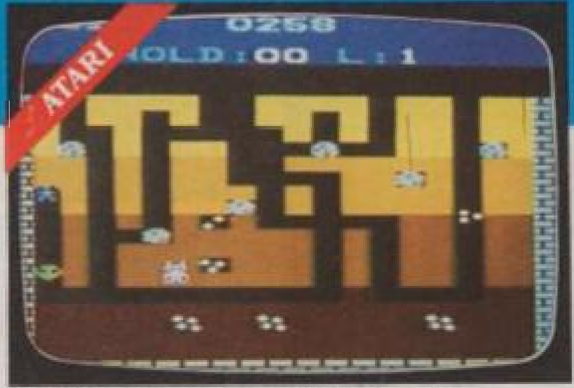

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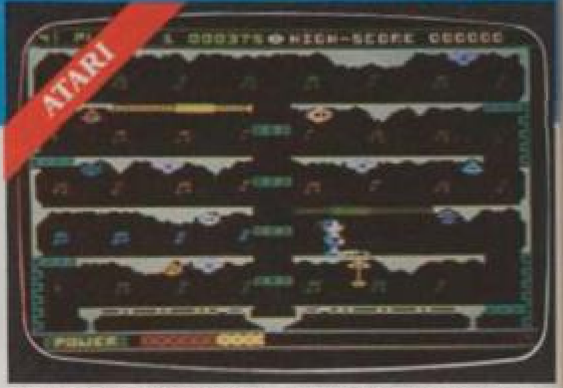

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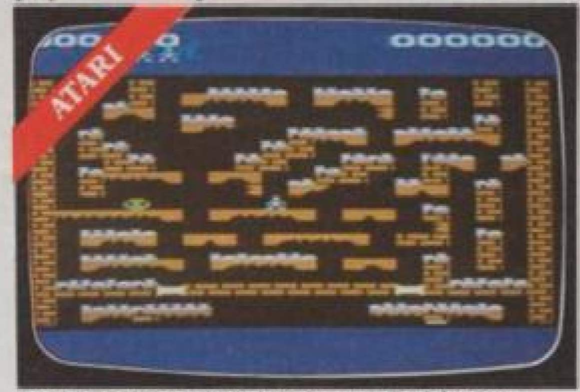

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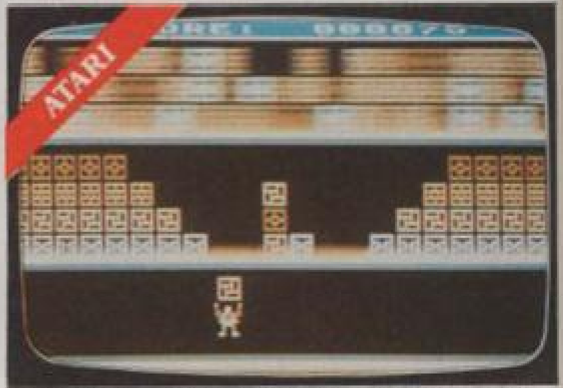

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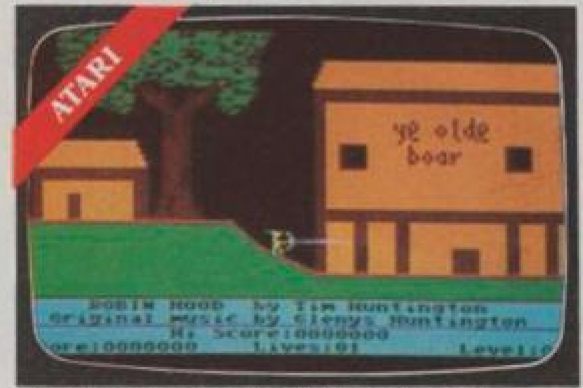
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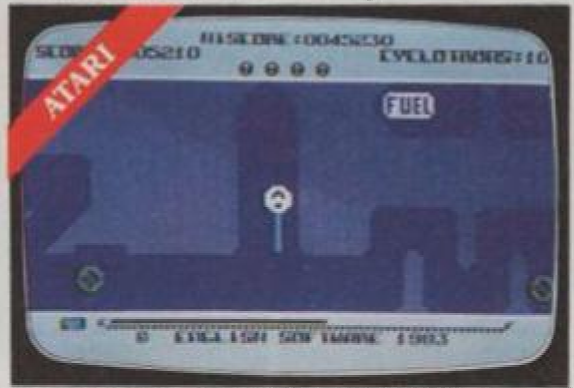

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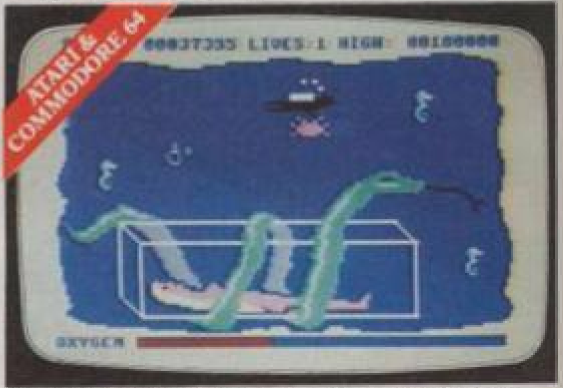

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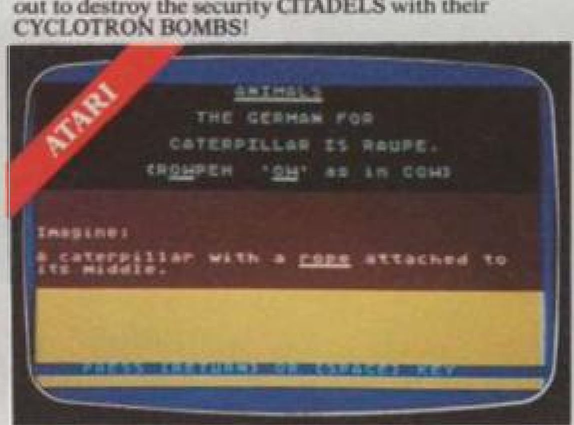

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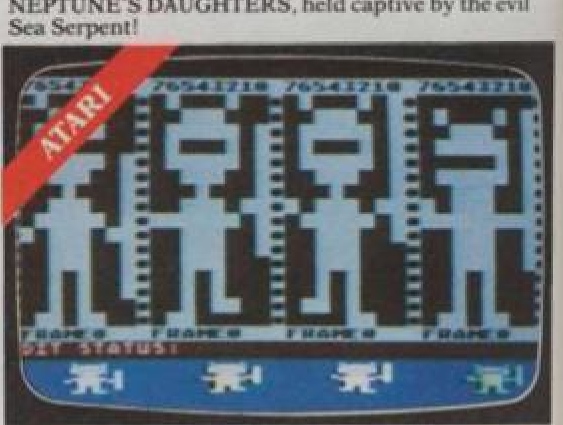

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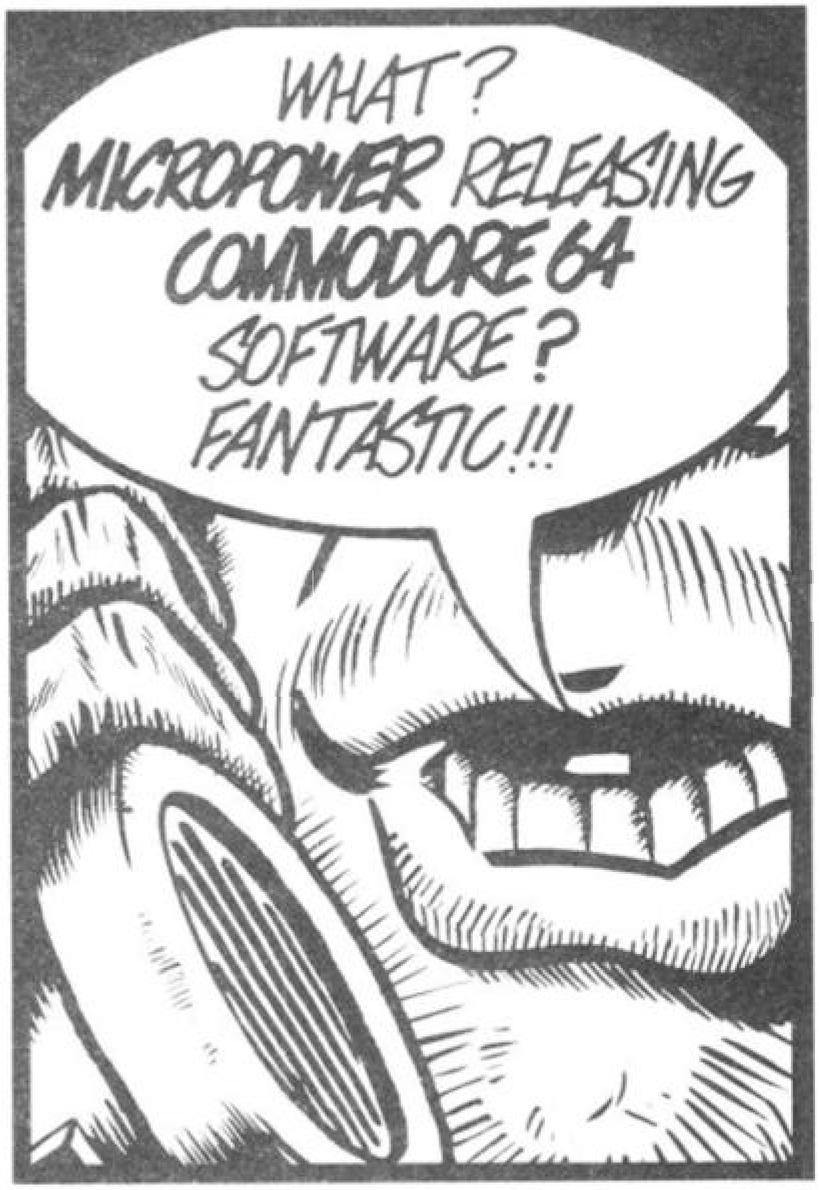
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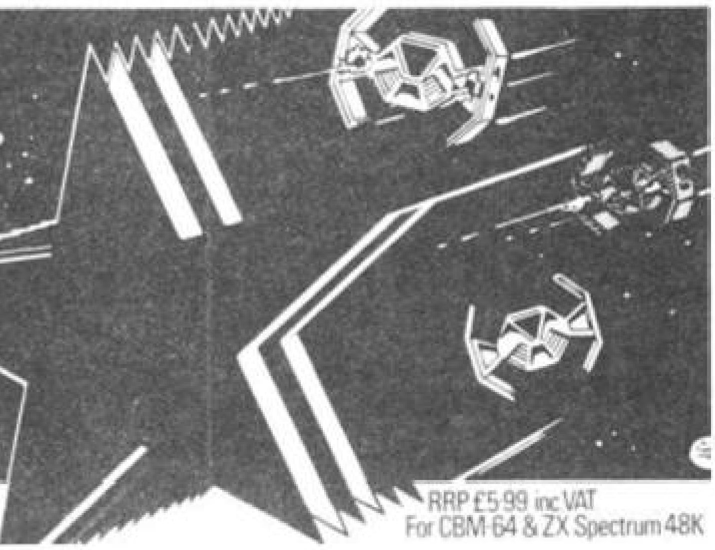

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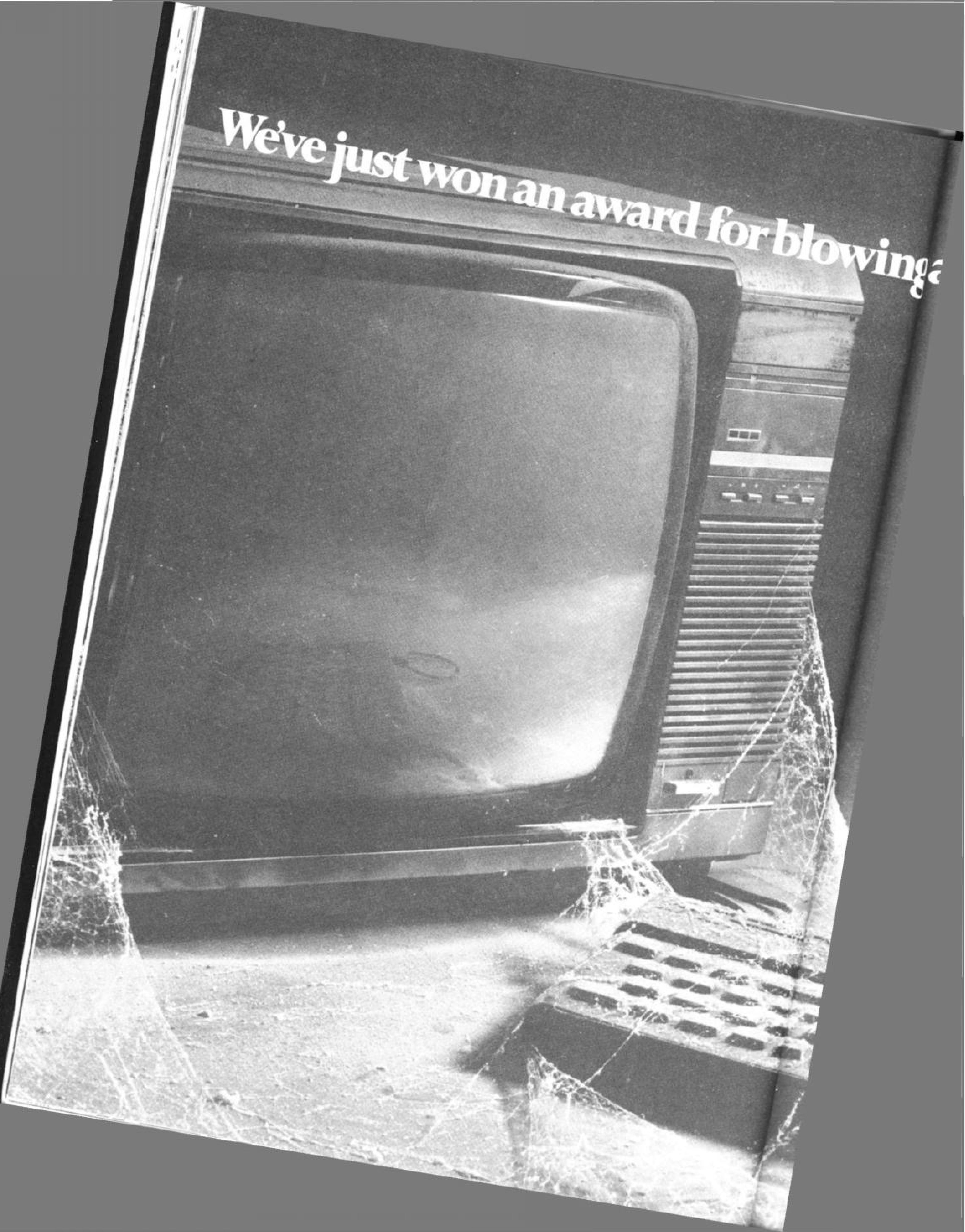
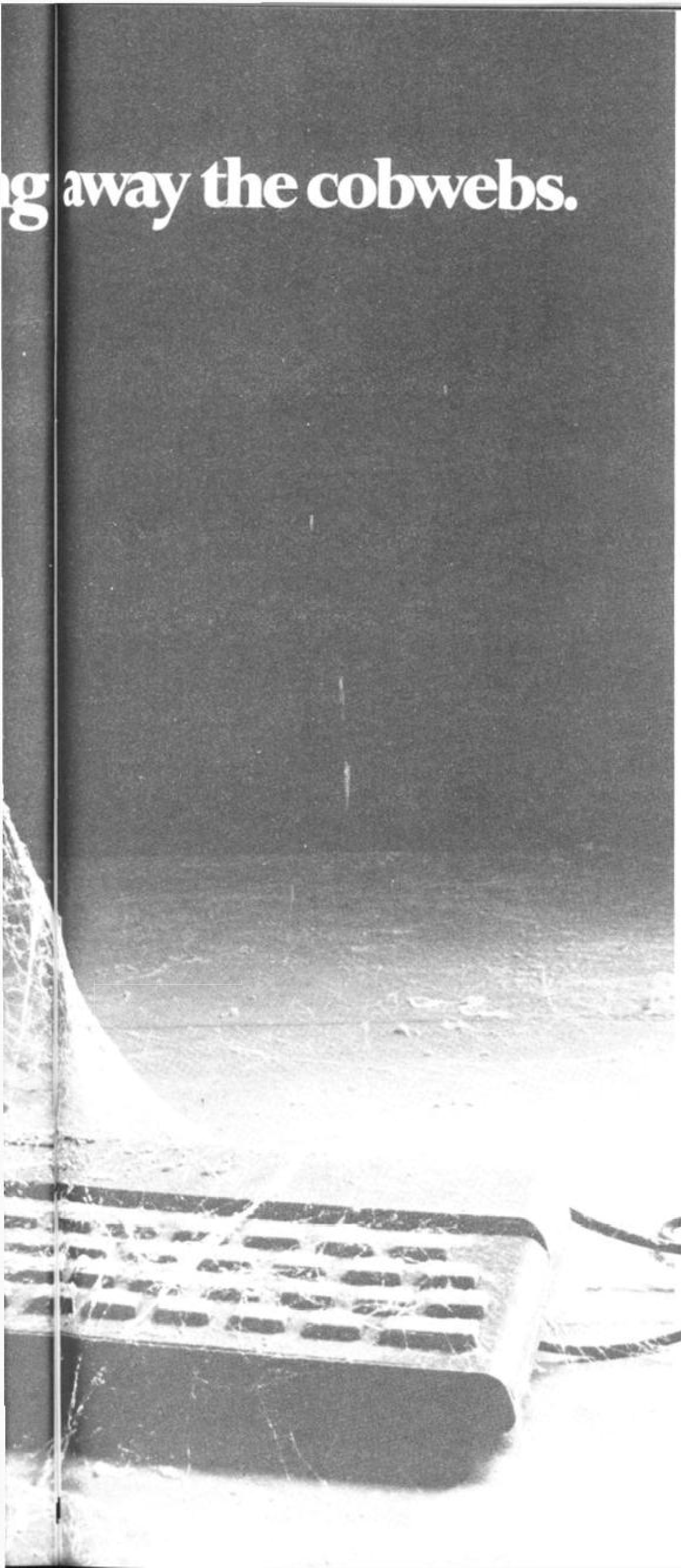

We've just won an award for blowing a



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Quo Vadis?

Last issue we introduced you to a quest which could lead to untold riches — well, a Coleco Adam micro-system anyway! Here we present part two of our Quo Vadis? challenge. But remember, you still need the giant picture featured in our May issue to help you solve the quest. If you missed that issue, don't despair — you can still get hold of one by contacting our back issues department at Market Harborough. The address is at the front of this magazine.

Simply read through the following story and solve the questions posed within it. Don't forget to look for clues in the illustration of a very famous chap called the KEWL!

This Quest is brought to you by the multi-talented rock/pop band called *Mainframe* — whom you may have spotted recently on BBC's *Saturday Superstore* and who can be seen again on Yorkshire TV's new computer show, *Me and My Micro*, later in the summer.

Runners-up will receive copies of *Mainframe*'s new LP, *Tenants of the Latticework* — but the first two of you to solve the Quo Vadis? quest will win a complete Coleco Adam computer system worth over £700.

Now read on and you'll soon be mystified by part two of our baffling puzzle . . .

THE RULES

- **All answers MUST be sent to *Computer and Video Games* on the form which will appear in our July issue.**
- **The editor's decision is final and no correspondence will be entered into.**
- **All entrants must complete the entire Quo Vadis? quest.**

"Hurry up!" cries the AGAS, beckoning furiously. "U'll miss the KEWL" says the brown cloud, puffing and blowing as it sweeps along the road, now heading North West of course. "He doesn't hang around very long in one place and if U miss his test then U will be stuck for ever".

And suddenly U notice this VG-like personage leaning on an elegant tally-stick and bearing a strange resemblance to somebody U know . . . And he appears rather cross as if he has just missed the bus . . .

"This is the KEWL" says the AGAS proudly. "He is a nice enough chap, very brainy and all, but tends to get a bit behind with things." "I think that's why he is always in a hurry — especially on Market days." The AGAS chortles gaseously to himself and takes refuge in a swift vaporisation to render himself later" says Ur obliging CVG, "Now I brushes his elegant moustache and, taking a paper from his top pocket, exclaims:

"Quo Vadis," said the KEWL,
"I've no doubt soon that U'll
Be trying very hard to find the Key
To a very tricky question
Which starts with my suggestion
That U first look very hard at C . . !"

"It could be that U'll say
A quite old fashioned way
Of making notes for everyone to see.
Will lead U to a name
Of engineering fame.
He started all this nonsense. Woe is me!"

"I ask U for the Date
When water brushed his pate,
To fix the little fellow's name for good
And if U've no complaint,
Pray tell me, who's the Saint.
The Lady of the House, it's understood?"

(((a) . . .))) (((b) . . .)))

AGAS immediately reappears having taken advantage of a slight fall in temperature to condense slightly and, recognizing that this is a tough problem for one so young, directs U to the nearest library. Making good use of the reference section, U very soon solve this little matter and set off North once more.

U see another Big Red Road, this time off to Ur right. It seems to disappear into a haze and, in the far distance, shimmers in a heat mirage almost as if it is crossing another such road far away. AGAS is humming a little ditty to itself: "Noise Mode Riding" and "Some Died Ironing" and a cheerful CVG joins U on the way.

This CVG knows the local terrain well and points out away to Ur right a huge plain at the centre of which U can just make out a shining monument or tower pointing skywards. "But U'll see all this later" says Ur obliging CVG, "Now I have to take U to the AURIC again for it has a Pronouncement to make about Ur next test".

And indeed U spot the AURIC once more, but this time in the company of a strange, scruffy Knight. They are standing by a sharp right-angled corner in the road.

"Who is that?" U ask the CVG. "Oh, that's the Chief's cousin, Dexter. We think he may have been a cricketer at one time but he has to hang around this corner nowadays waiting for Adventurers."

The AURIC is making all the signs of speaking, but is struck by a flying object hurled by an objectionable AVG and promptly shuts up. "Oh dear, Oh dear!" cries the AGAS, "See to him, Dexter!" At which the Scruffy Knight leaps into the centre of the road and shouts:

Alas poor AURIC? No! No! He's alive!
And must bring U now ready to face
The toughest by far of the month,
Question Five.
I hope U are still in the race?

Pray tell me then, Questor, which time-honoured words
Assembled in order quite free
Can be made by the bits and the bytes on the board
Displayed by the VGs of C?
For now it is Spring and children will sing
Of Video games, Fol de Rol (!)
If 6502 is the real CPU,
U'll have the solution, quite droll!

But if the Z80's Ur chip me old matey,
Oh. Must it be lost from the clue?
Three words must U find from an empire declined.
The English one (four!) just won't do!

(((a) . . .)

"Fol de ROL indeed!" sniffs the AGAS, "Have they nothing better to do than muck about with computer games and stuff?" "But I see that U've managed very nicely so far." "However, this problem needs some extra data so that U can instantly solve it." And the AGAS shouts to the AURIC: "Make with the data, AURIC!" And that languid extra-terrestial lookalike slowly unwinds a shimmering sheet with the legend:

A4,A0,A1,2A,A0
10, A0,26,A2,A0
10,A2,A9,2A,10

glittering upon it. And without more ado, the AGAS points U East and bids U farewell.

Ur journey now takes U into a flat domain with the big plain on Ur right now clearly visible and the shining obelisk glinting in the sunlight. U are much troubled by this device but can, as yet, find no reason in it. The road is suddenly busy with VG traffic. AVGs flying in flocks like seagulls, BVGs digging holes in the road and CVGs everywhere trying to tidy up. On asking the way, U are told: "On, on, U're wasting time," so U press on at a brisk pace. With a loud tooting of horn and crashing of gears . . . a bus roars by, scattering VGs in all directions and U notice the KEWL frantically adjusting the destination board from the back step. It seems to be coming from a place called 'MAYLEORDURE," although the dust is obscuring Ur view . . .

U approach a big junction in the road. A Big Red Road goes off to the right at right angles and immediately after this U are confronted by two VGs called Adam and MacDonald who ask U firmly but politely to step into the huge field on the right of the road. It is empty but U hear the breathy tones of the AGAS intoning a little speech:

Two VGs now confront Ur path
Young Adam and MacDonald,
The second never eats at home.
The first, an APPLE swallowed!
They bear upon their manly chests
Some data for inspection.
Just heed their names and calculate
To give U introspection.
Pray tell us then the number clear,
(The outcome of the feast . . .)
And then we'll let U pass, don't fear,
For now we'll know The Beast!

The two CVGs dance around U shouting "See Peyew, See Peyew" but U see nobody about at all . . . But a moment's thought soon brings the answer . . .

(((a) . . .) and thus the Beast: (((b) . . .)

"U can go now," cry the CVGs, "Keep going East till U see the Chief again. He'll have Ur next problem and will start preparing U for the Big Battle that is to come . . ." "Bye . . . !"

U are following the path of the East road, although U are still in the big plain. A BVG stops U and tells U to move South as the Chief will be there. U do this and notice that the Base is now on Ur left and U are coming to a Big Red Road crossing Ur path.

The Chief rides swiftly up on his charger and enquires after Ur health and well-being. "I'm fine," U say, "What is that noise I can hear over to the right?"

"That, young shaver, is The Dragon of Herbal Hill and is the fiercest of his kind in these parts." "U will have to fight him next month so I suggest U make camp here and gather strength for the ordeal" says the Chief seriously, adding: "And I hope U have all Ur answers safely stowed away for inspection." "Otherwise U will never make it to the final treasure." And being weary of the travelling, U settle down to await events.

THE PRIZES

The first two people to solve the *Quo Vadis?* quest will win a complete Coleco Adam computer system worth over £700. This package has been causing quite a stir in the States and comes complete with a 75-key professional keyboard, an add-on called the Memory Module which plugs into the Coleco video game console, and a superb letter quality printer.

Runners-up will each get a copy of the album performed by the band called Mainframe — the people behind the mind boggling mystery that is *Quo Vardis?*

There'll be some other goodies to be won too by the time the competition ends — so watch this space for more news!

BUS STOP
QUO VADIS ?
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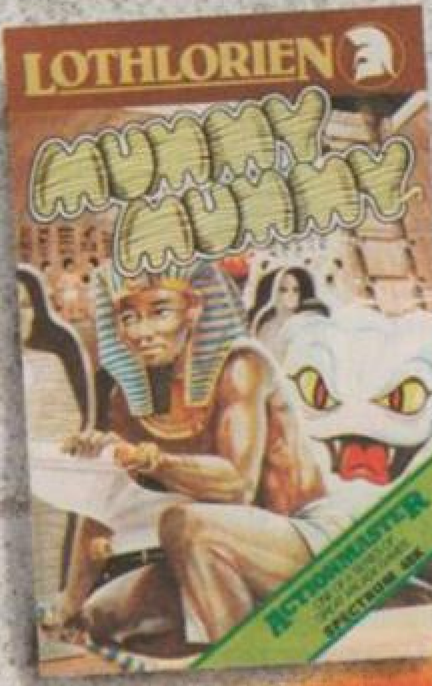
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MUMMY MUMMY
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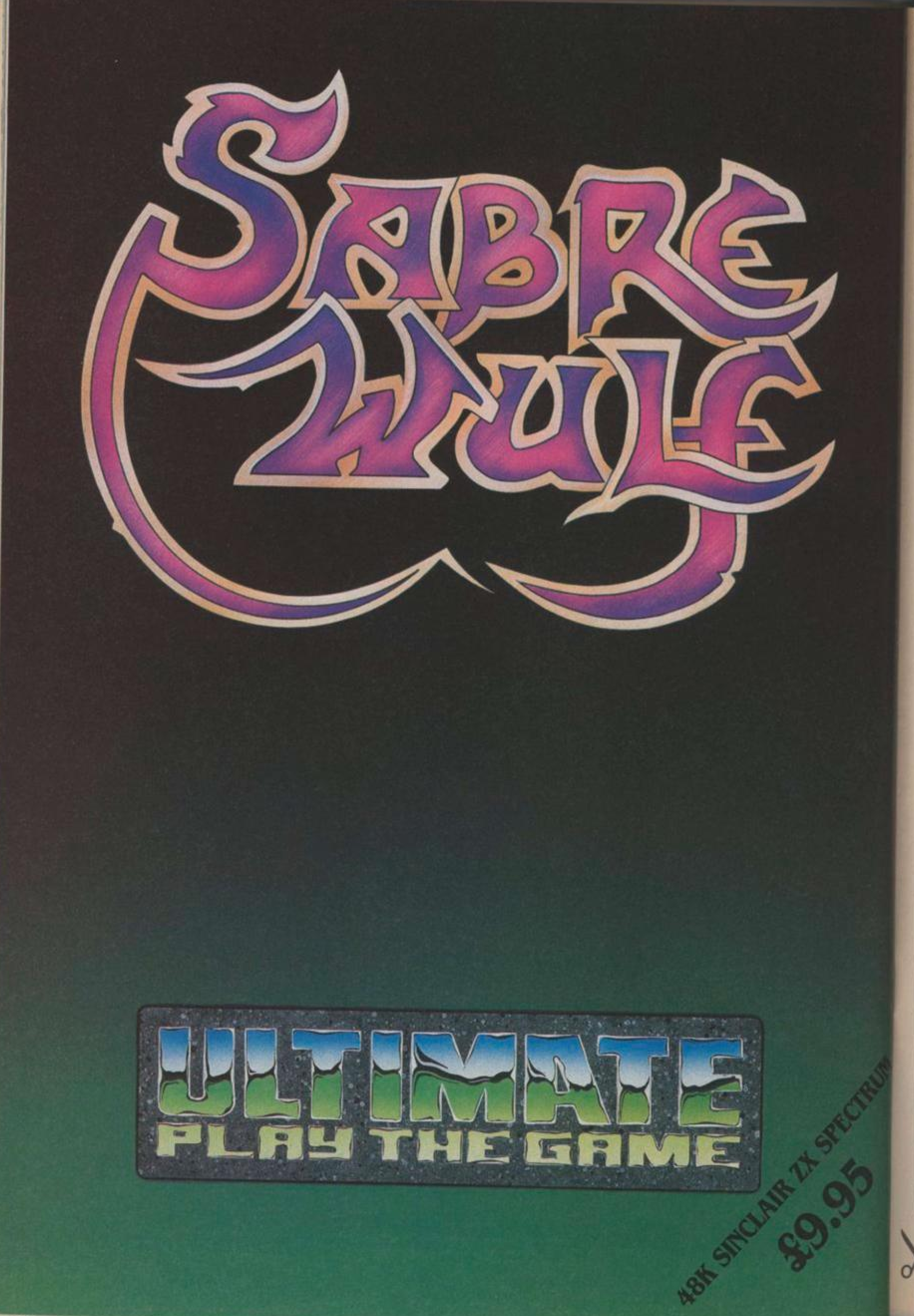

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C & VG SOFTWARE FORM

Have you written a games program which you feel is just right for C&VG? If so we have come up with a form to ensure that we can test it out and give you our views on it, as quickly as possible.

We would prefer a tape and listing but can work from just a tape and will return it to you if it doesn't find its way into the magazine. We will also need an additional sheet explaining the game and its theme. And any documentation like lists of variables or how certain routines are working, would be of great help to beginners. Please make sure that your name, address and the program name is on everything you send us, including the cassette itself.

This form will merely help us to keep a check on your game as it goes through our testing process and make sure we have all the information we need to present it properly in the magazine.

If you don't want to cut up the magazine, we will accept photocopies or close copies of this page. This form will be appearing regularly in C&VG issues from now on.

Remember we pay £10 for each listing published and you could win our Programmer of the Year Contest where we will try to turn the winner into a best-selling games author.

Program name: ....

Machine make: .... Model ....

Other models it should run on: .... Number of K needed to run it: ....

Other equipment (joysticks, Extended Basic, add ons, etc.) needed to run it: ....

Author's Christian name: .... Surname: ....

Address: ....

....

.... Tel: .... Date: ....

Type of game: (If original please say so) ....

Loading instructions: ....

Game instructions: (If not included in the listing) ....

....

....

Office use only

Date received: ....

Acknowledgement sent: ☐

Name of evaluator: ....

Date sent out: ....

Date due back: ....

Needs to be returned to author for alterations: ☐ Date sent: ....

Due to be published in issue of magazine. ....

Evaluator's comments

Good enough to publish ☐

Needs some tidying up ☐

Not worth publishing ☐

Same game already published on this micro ☐

Wouldn't load ☐

Most hard-nosed electronics businessman will tell you that the domesticated robot — one you can use about the house — is at least a decade away. These Homebots would do a bit of hoovering or fetch a Coke from the fridge. Now that doesn't sound that impressive in this age of hi-tech. But when you consider all the separate decisions a Homebot must make — leaving aside the mechanical problems for a moment — in order to fetch that drink, the problems are considerable. First, the homebot has to be able to understand just what it is you've asked it to do, then move to the place where you keep the fridge, open the door, identify the Coke can, grab it and return to the room where you are waiting eagerly for a refreshing drink.

WHICH ROBOTS?

Developing the necessary technology to create a really useful Homebot is entirely feasible. As engineers steadily increase the capabilities of industrial robots — like those monsters which star in the Fiat TV adverts — they are also developing the bits and pieces that will eventually help a Homebot feed your cat.

The Homebot will need to see — or at least feel — its way around your home have a big memory, be able to speak and recognise it's owners voice, so the development costs are going to be massive. But remember, you may already have a robot of a sort in your kitchen at home. Just look at the programmable washing machine in the corner — that's really a robot without eyes or legs!

Ultimately your entire home could be controlled by a brain — which in turn controls robots to handle household chores like cleaning or answering the telephone. The dishwashing robot would be up to its universal joints in soapsuds upstairs while the "brain" is buzzing away in the broom cupboard telling another robot that the cat needs its dinner!

But what, you will all be asking by now, has this got to do with the games player? Well, how about the ultimate Adventure? A robot adventurer could travel through a real landscape, sending pictures back to your TV and be your eyes in a truly three dimensional fantasy land. With the advent of the cable TV games networks, this may not be as far off as you think.

Meanwhile, let's get back to earth for a rundown on the robots that are available right now. They won't be able to do a great deal for you just yet, but if you want to get one up on your friends who still thinks it's the IN thing to have an order form for a QL, having a robot in the house is just the thing. Read on and discover the future...

HERO 1:
Advanced Programming
and Interfacing

ROBOT NAME: RB5X
MANUFACTURER: RB Robot Corporation (USA)
PRICE: Not available

RB5X is quite small — just two and a half feet tall — and looks a bit like R2D2 from the Star Wars movies. It is dustbin shaped and comes with or without an arm. It zaps along at four inches per second! RB5X is equipped with a ring of bumper switches and a highly directional sonar system capable of sensing objects at distances from 10 inches to 35 feet. Infra-red sensors under its body can detect markers on the ground including a line which leads it to a charger which boosts its batteries when its feeling a bit low.

RB5X can be fitted with a vacuum cleaner, a trailer and a fire detector and extinguisher. You can also add a voice device and speech recognition equipment so that it comes when it's called and does what it's told! *(We could do with one of those in the office...Ed)*

This little chap is designed to grow as its owner's demands increase. But again you have to use a computer to control it — either an Apple or an IBM personal computer.

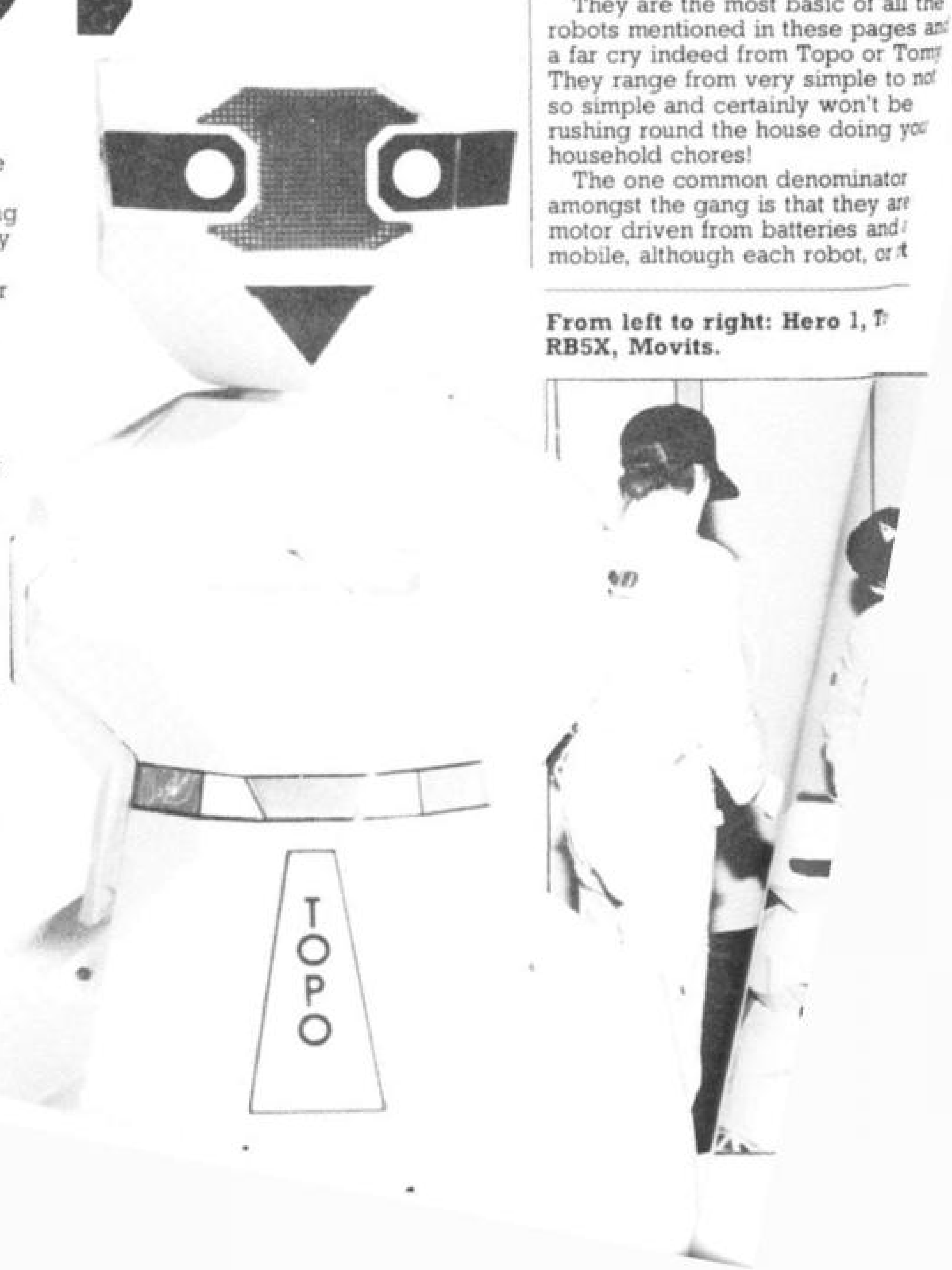
ROBOTS' NAMES: Movits
MANUFACTURER: Prism
PRICE: £9.99-£34.99

The Movit family comprises a gang of five of the most unlikely looking robots.

They are the most basic of all the robots mentioned in these pages and a far cry indeed from Topo or Tomy They range from very simple to not so simple and certainly won't be rushing round the house doing your household chores!

The one common denominator amongst the gang is that they are motor driven from batteries and mobile, although each robot, or it

From left to right: Hero 1, T RB5X, Movits.



moves in a different way.

The Piper Mouse looks like a mechanical bumble bee mounted on three wheels. Controlled via an ultrasonic controller, it can be instructed to turn left or right, to move forward and to stop.

The Line Tracer is another three-wheeled blob which will follow a black line drawn on a white background — and that's about all it does do.

Perhaps the most interesting is the Monkey which is suspended from a length of wire and moves along by cranking its arms back and forth. A sound sensor activates movement when a noise of sufficient volume is picked up.

Imagine a yo-yo with a battery between the two discs and you have the Circular. This is the most basic Movit and is controlled via a cable link. It'll move in circles or a straight line.

The Memocon Crawler is probably the most advanced and is controlled via a 5-key pad.

I can't think of any practical application for these mechanical weirdos but they'd be great to play around with. They come in kit form with detailed construction drawings.

ROBOT NAME: Fred
MANUFACTURER: Androbot/ Prism
PRICE: £200

Fred is Topo's little brother and it is a bit of an artist. Given a pen or pencil, it can whizz around drawing pretty patterns pre-programmed on a computer. Fred is just one foot high and can be controlled via a computer, a joystick, or the portable infra-red controller which is supplied with this little chap. Fred can also talk — it's got a 45-word vocabularly which can be expanded. It is perhaps a bit more useful than its big brother — it can be used as an educational tool. But it still can't go out and grab that can of Coke!

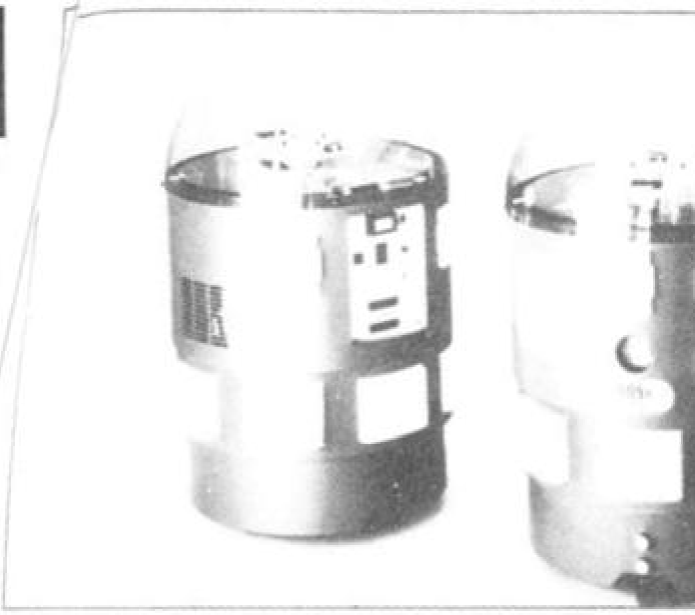
ROBOT NAME: Topo
MANUFACTURER: Androbot/ Prism
Price: £1,500

The first Homebot to make any impact on the UK is Topo from Androbot — the US company launched by Nolan Bushnell. Bushnell's previous invention was the video game which in turn spawned a company called Atari.

Bushnell's involvement in robots is one reason why so many people are taking a sudden interest in robotmania.

How seriously you treat a man who once tied an electric light to a kite and flew it above his home town to simulate an alien attack is your affair!

Topo is the deluxe model and will set you back £1,500. That's if you already own an Apple — the only computer which can use the only control language which exists so far. And you do need a computer to play. Play? Well, what else can you call it. Topo can't hoover, do the ironing, or fetch you a pancake roll and chips from the local take-away.



So what can it do? It can act as guard dog or fire alarm. The manufacturers claim that it can also be used to mow the lawn, but this seems at best doubtful and certainly a lot more bovver than a hovver!

Topo can talk. You program in what you want it to say on your computer and this is transmitted to it via an infra red link. It also has a teach mode which enables the owner to show Topo the layout of the area in which it will be moving. Topo then knows where the valuable china is and won't — hopefully — knock it off the Queen Anne table as it whizzes past.

Topo is three feet high and two feet wide and is available from Prism Consumer Products of London.

ROBOT NAME: HERO 1
MANUFACTURER: Zenith Data Systems/Maplin
PRICE: £2,495

Hero's a cute little chappie who stands 20 inches high, who has only one arm and performs a few more than the usual Homebot functions.

Hero is controlled by an on-board processor and can be programmed via the keyboard, situated on its head, to travel short distances, pick up objects, to speak and carry out specific functions provided you've programmed it first.

Alternatively, Maplin have developed an interface allowing Hero

popular home micro, thus control is established directly from your computer keyboard — by means of a direct wire, infra-red or radio link.

Hero's one step nearer to fetching that elusive Coke — so long as you put it within its reach and program it to fetch it, all of which will take a lot longer than walking across the room to get it yourself!

And if that isn't enough for you — it can also see! Well, in a sense. Using a highly developed ultrasonic system, it is capable of detecting movement or motion and can detect an average size adult walking towards the sensor from 15 feet.

ROBOT NAME: Tomy voice recognition robot
MANUFACTURER: Tomy
PRICE: £35

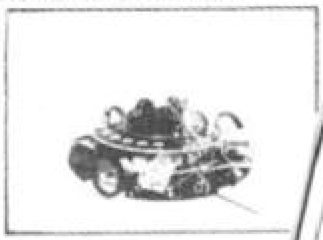
Here at *C&VG* we realise that Tomy's VRR is great value for money and a good introduction to learning to live with a robot!

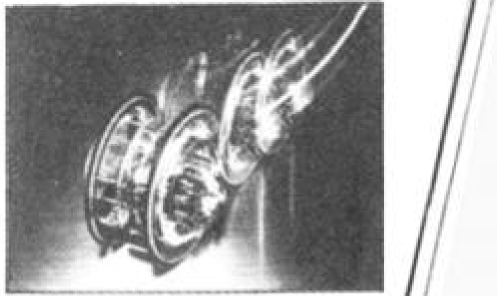
What makes life really easy with Tomy around is that it will obey eight basic commands programmed from its master's voice, is radio controlled and has limited vocabulary.

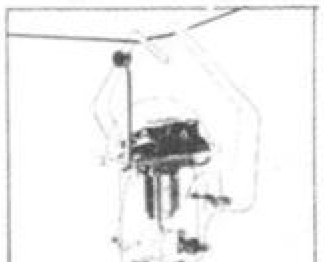
The voice recognition system understands stop, talk to me, pick up, put down, go forward, go back, turn left and turn right.

We've got two of these little chaps up for grabs if you enter the Win a Robot competition on the competitions page.

It is house trained, good fun and will be a great mate to have around.







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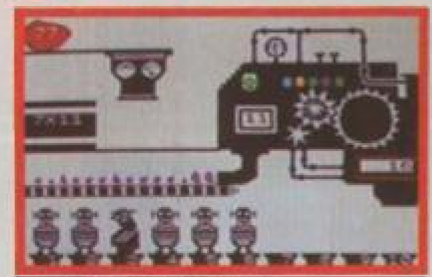

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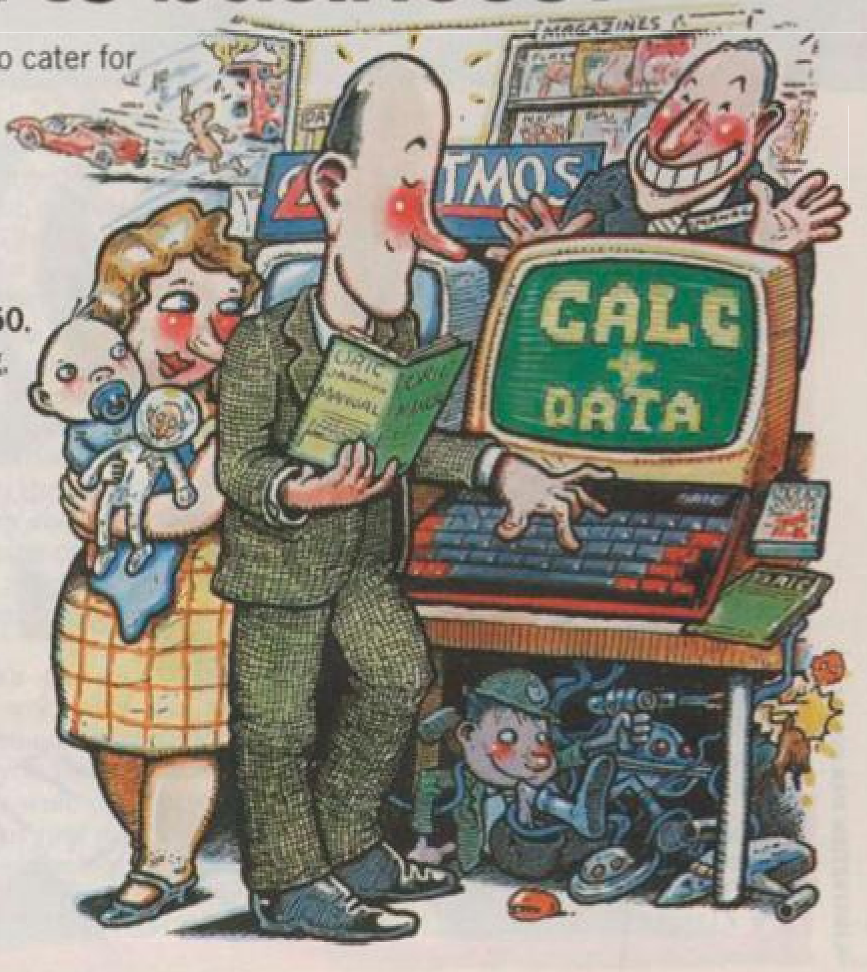
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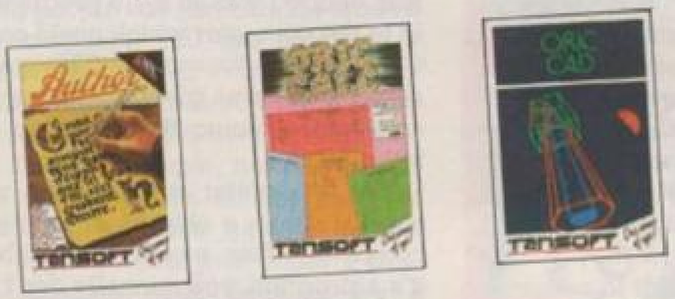
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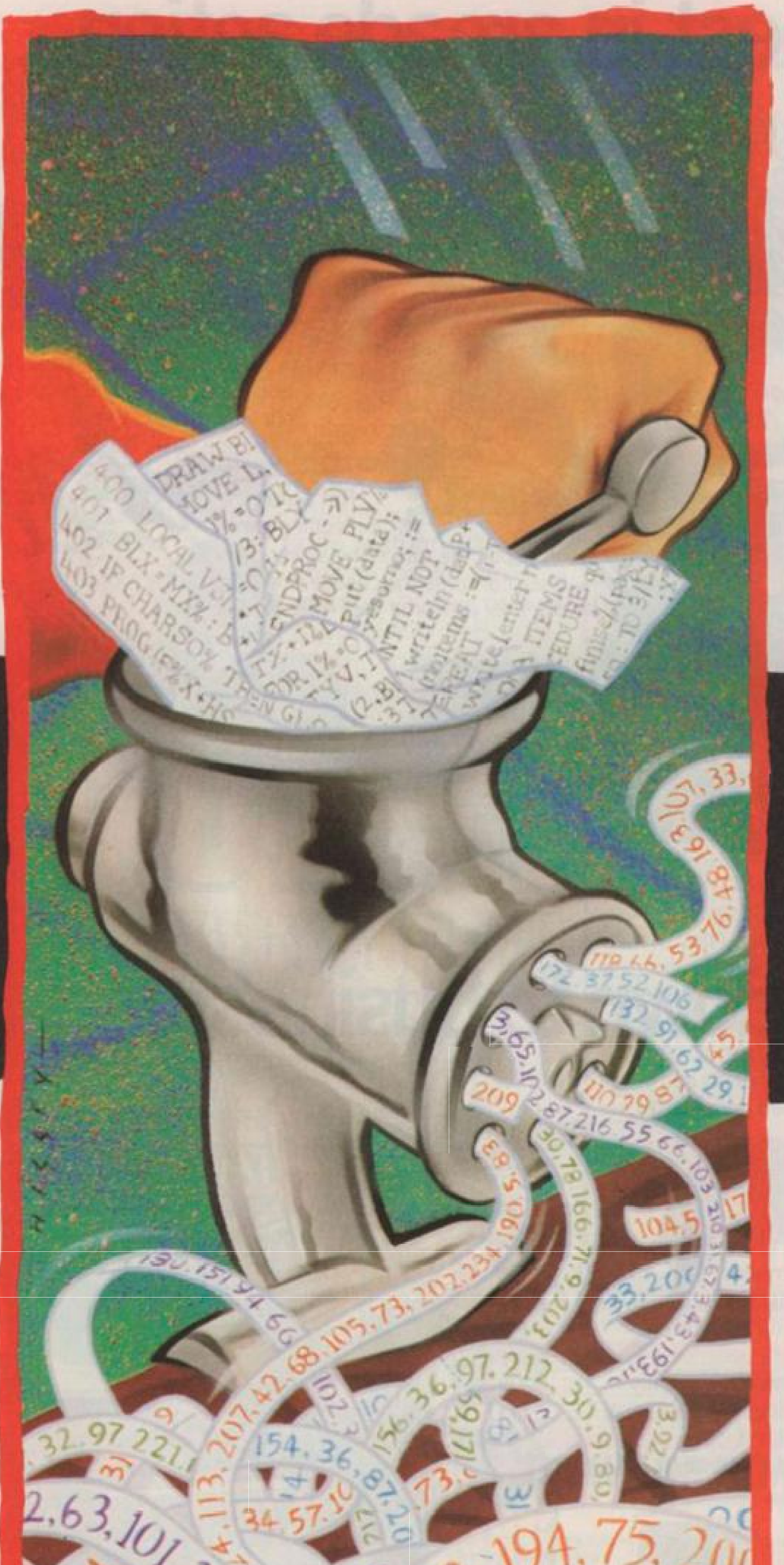

ILLUSTRATION: IVAN HUSSEY

Compilers are often regarded as magic. A plain program goes in at one end, and pure machine code comes out at the other. But are these programs all that they seem? Will they cope with just any program? And what about languages other than good old Basic? Will new languages, invented for the convenience of the compiler's author, perform well for the inexperienced programmer too? Bug Hunter has been trying them out and here he presents an easy-to-read jargon-free report.

Basic is slow. Very slow. When you're running a Basic program, you may sit marvelling at the apparent speed with which it churns through those calculations, or moves all those aliens around the screen, but things are not quite as they seem.

At the heart of any computer is a chip called the CPU (that's the Central Processing Unit). It is this chip which actually does the work of running your Basic program when you type RUN. Unfortunately, it doesn't understand Basic words like PRINT, INPUT or GOTO.

The CPU can only understand programs written in a special, very complex language which is difficult for us humans to understand. These programs don't have real words, just lists of numbers which is fine for a chip, but not for a person. However, because the CPU can understand it directly, the program will run very fast. This language which the machine uses is known as machine code.

So how can we make our programs easier to understand, and take advantage of the speed of machine code?

What's needed is a computer which can be programmed *in near English* and not those endless streams of numbers. And so, in 1964, Basic was born. This was a simple programming language, where INPUT meant read the keyboard and *PRINT* meant print out on paper.

However, there was one major problem with this language: although the programmer could understand it, the computer couldn't. The CPU, you'll remember, can only understand programs written in that simple language called machine code. So what was needed was an extra program built in to the computer which could convert one language to another. This was designed, and was given the same name as a human doing the same job — an interpreter.

The interpreter is a program which usually sits in a chip of its own in the computer. This means that, although it's a program, you normally don't have to load it from tape each time you use

mincing Words

the machine which would be time consuming.

When you've finished entering your Basic program and type RUN, the interpreter takes over and translates the first line of your Basic program into lots of separate, short machine code instructions which can then be run by the CPU chip. The interpreter then starts work on the second line and so on, working its way down the program and translating each line into a form which the CPU understands.

If, when running your program, the interpreter comes across a line which says 'go back to the first line', then it will have to start translating again from the top. Although it has already translated the first line once at the start, it'll still have to do it again each time it needs that line.

The problem is that all this translating takes time which is why Basic programs run around 30 times slower than those written entirely in machine code.

What would be ideal, then, is a program which could translate the entire Basic program into machine code at the start before running it. Although this means a short wait at the beginning, once translated, the program would run at the speed of true machine code — in fact, it would BE true machine code. We call this special kind of interpreter a COMPILER.

So a COMPILER is a program which translates an entire Basic program into pure machine code. But why stop at Basic? Why not create other languages and write compilers for these, too? The program would have a choice of languages, but the final machine code would still be the same.

Well, people did just that. As well as Basic compilers, you can now buy a compiler for Pascal, Forth and many other languages. Some companies have even invented their own for special tasks. ISP, for example, has a language called Scope which is designed for writing fast graphics games. It's not really a games designer, more a program language and, because it's a compiler, it produces machine code which means that the programs you write in Scope run very fast.

You'll remember that machine code is a very simple language and it has very few instructions, so recreating some of Basic's more involved functions will often require hundreds of machine code instructions.

For example, the Basic function LEN (A$) will work out how many characters are in string A$. Although this is simple in Basic — you just type PRINT LEN (A$) — think how difficult it is in machine code.

The CPU doesn't have a built-in way of calculating lengths of strings — in fact, it can't even handle strings directly. To find the length of a string in machine code, you'd have to start at the first character and work your way along the string, counting the characters as you go. You'd also have to check that each character existed before you counted it, to make sure that the end of the string hadn't been reached. Next time you use LEN in a Basic program, think how much work the interpreter is saving.

So every time the Basic program contains a LEN function, the compiler would replace it with the relevant block of machine code instructions and, apart from the name of the variable, the code would be almost identical in all cases.

For this reason, the standard routines are converted into machine code and stored, along with the compiler itself, in the memory of the computer when the compiler tape is loaded.

When compiling the Basic program, any LEN instruction can be replaced in the resulting machine code, not by the code itself, but just by inserting a diversion to the already-prepared machine code.

However, there's one big problem with a compiler written in this way. When you save the compiled program on tape or disk, you have to save the actual compiler as well, otherwise you won't be able to run your machine code as parts of it will be missing! This means that if you write a program using a compiler of this type, and you then sell your program, you are giving away copies of the compiler too! An example of this is some of the early copies of Blue Thunder for the Spectrum by Richard Wilcox Software.

If you think that you have such a copy, load the first 5k of machine code then PRINT USR 48011. You'll then be in the compiler and, with a little experimenting, you can use it to compile your own programs. If you are going to try this, type CLEAR 27001 first, otherwise you'll get some weird lines inserted. To run the compiled program type PRINT USR 27002.

Anyway, with all those different compilers around, it's about time we reviewed some. So let's start with one from Salamander Software, normally known for their Dragon programs. The compiler, though, is for the BBC and is called Turbo.

Probably the best feature of this package is that it also runs on the Electron as well as the Beeb. The reason for this is twofold — first, because it lacks all the features which makes the Beeb tower over the Electron under normal Basic circumstances and second, because it's only 2k long in total. If you're now wondering whether or not you can fit a decent compiler into 2k, I'm here to tell you that the answer is definitely no.

The program comes on cassette, with a tape version on one side and a disk version on the other. If you want to use the disk version, you'll have to load the cassette and then save it to disk using the instructions supplied in the manual. Other than telling the user about this transfer, the remainder of the 28-page manual serves as the entire reference on the subject.

Reading through it, you begin to realise the limitations of the program which is a shame, as the idea is very good. The fact that it occupies just 2k is amazing, even if what it can do is not.

The range of commands which Turbo can handle is limited. The list includes PRINT, GOTO, GOSUB, RETURN, FOR-NEXT, LET, CLS, CLG, CALL, VDU, SOUND and IF. In fact, that's about the

Mincing Words

whole list, but there's worse to come. Reading on, all line numbers in the Basic program you want to compile must be between 0 and 255. Multiple statement lines are out and so are all variables except A to Z. Strings are not directly supported nor are numbers with a decimal point. And we're only on page 10 of the manual!

Although this compiler is pretty rudimentary, I admit that, if you're only interested in writing simple, fast games, then you may find it useful. However, a good compiler should allow you to load absolutely any Basic program which you have written in the past and compile it. This is certainly not the case with Turbo.

If it's a Dragon you own, you can get a Basic compiler for £14.95 from Oasis Software of Weston-super-Mare. Like Turbo, it won't allow numbers with decimal points, but apart from this fairly important omission, Sprint does approach something resembling a true compiler and it will cope with nearly every command in Dragon Basic. Although it is better than Turbo for the BBC in this respect, it's partly because Dragon Basic is far less sophisticated.

Anyway, to use the compiler, you first write your program in Dragon Basic on the machine itself. When you're satisfied that it's working perfectly, you save it on cassette.

To compile, you load the compiler and then the Basic program. The compiled version can be run with an Exec command, or saved on tape and loaded later with CLOADM.

This is the way it should work — your program is perfected under normal Basic and then compiled. The reason that you write it under normal Basic is that, if you find bugs, you cannot correct the final machine code version as easily as a Basic listing.

There are very few commands which Sprint will not support, although some are written slightly differently under Sprint to get round the lack of decimal numbers. Commands not available include CLOAD, RENUM, LIST, EDIT and MEM. The trig functions (sin, cos, tan, etc.) are also missing as these cannot be calculated without decimals.

SCOPE
64
The GAMES DESIGNER
COMMODORE 64
ISP

At the back of the manual is a list of hints to help in running and loading. Loading the blocks of uncompiled program is often unreliable and a few helpful POKEs are suggested. If all else fails, the final paragraph says that "you'll need to beg, borrow, buy or steal another cassette recorder". Yet the warning to potential copiers of the compiler tape itself is made very clear at the front.

In addition to compilers which start with Basic, there are some which have their own language. It is this language which is converted to machine code, so the end result is no different to machine code produced from original Basic, but because the writer of the compiler also invents the language which the programmer uses, it can be made more specific to certain areas.

One such product is Scope from ISP. Scope stands for Simple Compilation Of Plain English. This new language has just 46 different words, and is graphics oriented. Although its main function is to produce fast-moving graphics, ISP goes to great lengths to point out that this is certainly not just another games designer. Scope is actually a programming language. Originally available on the 48k Spectrum, it has recently been improved and renamed Scope 2. Owners of Scope 1 can simply return their original cassette and, for the difference in price of £3, obtain mk 2.

Scope is now also available on cassette or disk for the Commodore 64. To write programs here, you just write it as a normal Basic program, but each line must start with REM. So although you won't be able to run the program under Basic, the Scope compiler will know what to do. A simple Sys call will compile the program, and another one will run it. The compiler does not have to be in the micro's memory for the compiled program to run. This system handles sprites, graphics and sounds. Gone are those endless POKEs to various graphics and sound control registers: four Scope commands handle all the sprites, and a few more deal with music.

An added extra is that everyone who buys a copy of Scope gets free membership of the Scope Users' Group. You can send off for your free piece of plastic, complete with special membership number and, which is more useful a telephone hotline number with a friendly voice on the other end who will help you in your hour of need while trying to perfect your Scope Program.

So now you know what a compiler does. Or what it should do. There are literally dozens of them around at the moment — some costing a few pounds and some costing hundreds. Oxford Computer Systems produce some very good ones, including what's called a cross-compiler. This doesn't mean that it's fed up with writing programs! What it does is allow you to write in Basic on one machine but produce machine code which will run on another. So, for example, you could write a Basic game on a Pet but compile it so that the machine code would run on a Commodore 64.

If you'd like more information about what's available for your machine, have a look through the adverts in this magazine. Or try the computing section at your local library.

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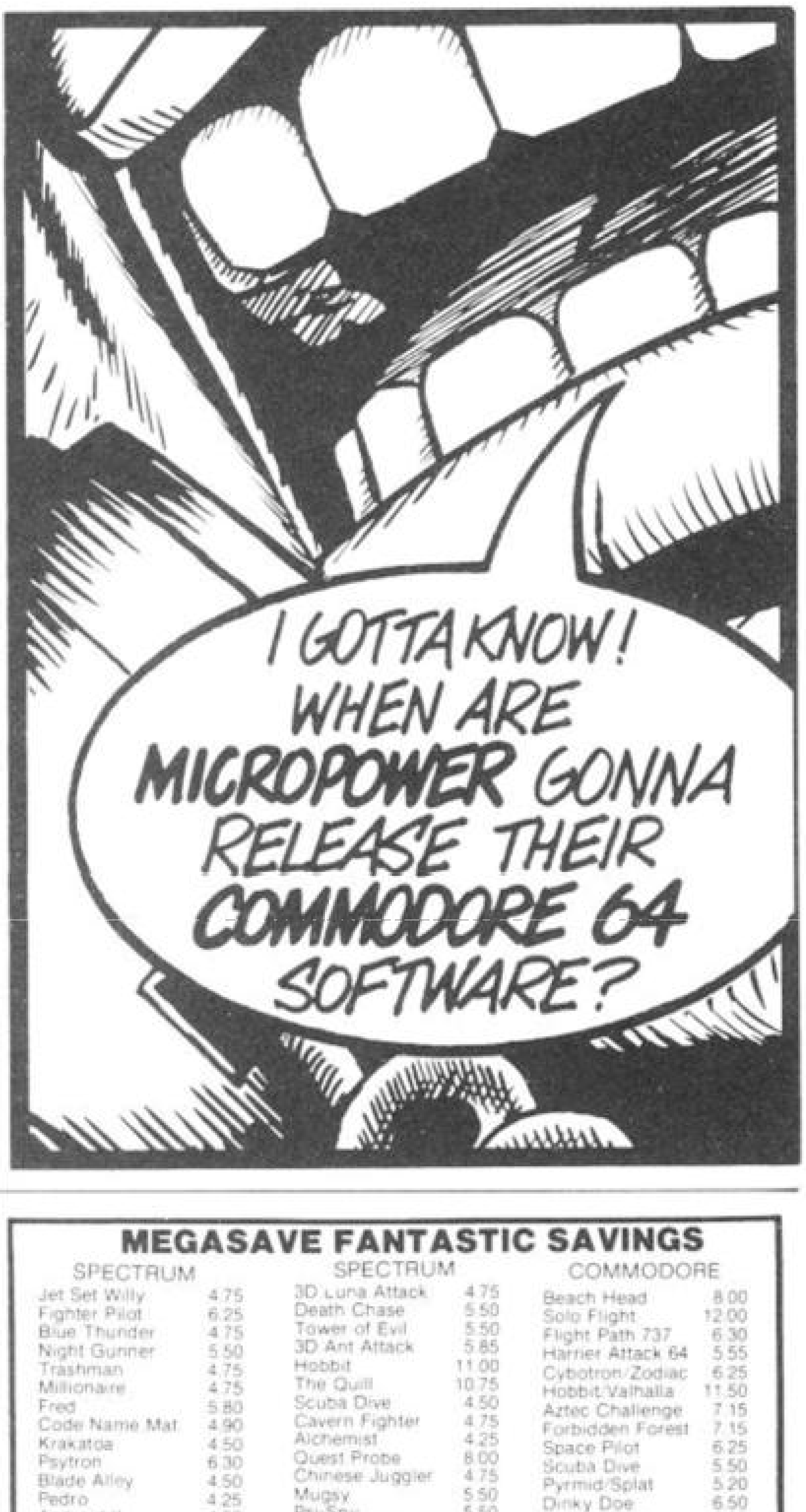
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RISING DAMP – ATARI

Oops! We've done it again. Our listing for the Atari from May's issue lost a few lines at the end of page 83. The missing portion is as follows:

```
49,X:POKE 53250,X:POKE 53251,X1:IF
X1=182 THEN 2564
2559 GOTO 2557
2560 X1=X1+1:X=X+1:POKE 53248,X:
POKE 53249,X:POKE 53250,X:POKE
53251,X1: IF X1=182 THEN 2564
2561 GOTO 2560
2564 FOR I =1 TO3:GOSUB 305:MT=
0:NEXT I
2565 FOR I =1 TO 150: NEXT I:RESTORE:
RESTORE 2530:GOSUB 1954:DIF=DIF+1:IF
DIF>  9 THEN DIF=9
2566 YM=21:FLPO=35:LVFG=39:PI=77:EC=
135:LVP3=2:ST=0:LVE=0:WTC=0:FLC=0:
GP=0:GR=0:QD=0:POKE 53278,0
2570 WY=85:IF SC>=1250 THEN WTF=
WTF-1:IF WTF < 2  THEN WTF=2
2571 FLTP=INT(9*RND(0)+4):GOTO 250
2600 IF LVE<>2 OR X1<172 >OR X1
   183 THEN RETURN
2602 IF FLC<FLTP THEN FOR I=1 TO 3:
GOSUB 304:NEXT I:GOTO 2000
2610 MT=5:GOSUB 299:ST=1:RETURN
```

MINEFIELD – 64

A bug seems to have appeared in the Commodore 64 listing as published on page 96 of May's issue of *C&VG*. Line 10 is used to read 62 pieces of data, but line 9020 suffered from the printers' guillotine and lost a few of the numbers. To cure this, add three commas after the final zero on line 9020. Also, the gap between the 0 and the 3 on line 9000 should have 2 extra commas inserted.

GET DOWN, SHEP.

A couple of readers have written to me with a way of obtaining unlimited lives on Acornsoft's Rocket Raid for the BBC B. First out of the bag was Lee Taylor from Cleveleys, Blackpool and here's all you have to do.

Type CHAIN "" and load the game as normal. Lose your first two men and press BREAK when the third one appears. Now type MODE 2 (return) and CALL TOP (return again).

The game will then continue as normal, but when you lose a man you'll see a huge explosion (I hope he means on the screen: I'd hate to see a BBC in flames). This will last for about three minutes, after which time the game will return to normal. You now have an unlimited supply of lives. Only problem is that the explosion will repeat itself every 127 lives.

OF CARTRIDGES...

Letters to Bug Hunter in the past have been exclusively about computer software. So, for a change, here's one about an Atari VCS cartridge; Berzerk in fact.

If you're on game 2, 5, 8 or 11, then stand at the extreme left hand exit of a maze and fire a laser bolt. It will then reappear about three inches behind you.

However, if you're being chased by the bouncing, evil Otto, then he'll disappear, as if by magic!

This should improve your score no end, and you have Simon Stokes from Erdington, Birmingham to thank for it.

...AND MANUALS

Not only do we talk about bugs in cartridge software, but this month I've even found a bug in a manual. We're nothing if not different, as they say.

If you've recently bought one of those Commodore 1520 printer/plotters during the special offer, you may have an early version of the manual which tells you that the printer is device number four.

If you keep getting a 'device not present' error, then you may have one of these manuals. In this case, just use device number six instead and all will be well.

The problem stems from the fact that although printers connected to the IEEE connector are device four, the plotter uses the serial interface, which is six. Simple when you know, isn't it?

SO LONG!

A couple of problems have emerged from deep within the Commodore listings in April's issue of *C&VG*. The programs do actually run perfectly, but some lines are too long to fit into one line of Commodore Basic. Don't ask me how they got into the listing (!), but here's what to do.

In Centre Crystal for the Commodore 64, line 22 is too long. Take the first statement (ZX=1E3) and put it at the end of line 21; you'll need a colon before it, though. Then you can delete that part from line 22 (including the colon) and all will be OK.

The Vic program, Minefield, suffered from the same problem, but this time it's in line 610. You can cure it by splitting the line at the colon between C$=B$ and X=INT... Remove everything after the colon, including the colon itself, and put it on line 615, which you'll have to create as there's no line with that number in the program as it stands.

BINARY BOOTS

Everyone must have heard by now that it's possible to cheat on the Spectrum version of Manic Miner by Software Projects. Type **6031769** while the game's running and a boot will appear. Pressing combinations of keys will now transport you directly to the level of your choice. What no one knew before, though, was the logic behind the strange choice of these key combinations.

But now, Bug Hunter Enterprises, in association with A. Kelly from Birkenhead, Merseyside, presents the explanation.

Select the number of the level you want to play and subtract one. Now convert it to binary and use keys 1,2,3,4 and 5 to represent the binary values of 1,2,4,8 and 16.

So get to your level, press the relevant keys (ie. all the bits of the binary number which are set to 1) and also the number 6. You'll then start playing on your chosen level.

Mr. Kelly states that this method works for all levels except the first, where you only press 6. But, the first level is one; subtracting one leaves zero which means that you don't press any of the keys 1 to 5. So it appears to work for all levels.

Only problem is that the surprise awaiting you on completing the final screen will not appear if you get to the screen while in 'cheat' mode.

That's it for another month. Remember, you can write to me about any problems you have either with the games in *C&VG* or in professional software which you've actually paid out hard-earned money for.

If you want to save the cost of a stamp, send me a mailbox on Micronet — my account number is 012 786 556. But if you do, use page 89, otherwise I won't get your address.

BY ROBERT SCHIFREEN

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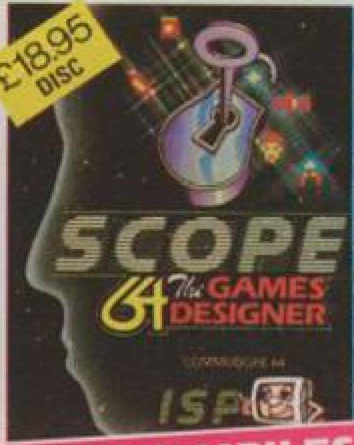

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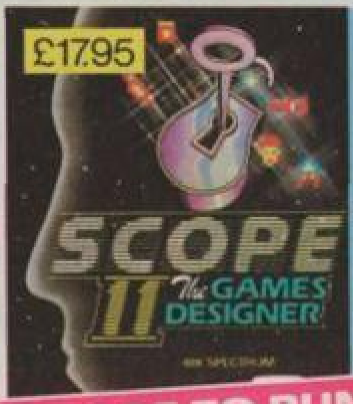

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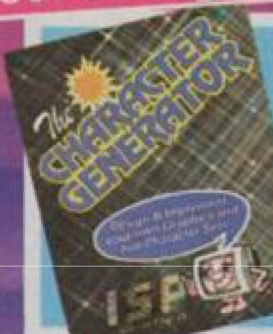

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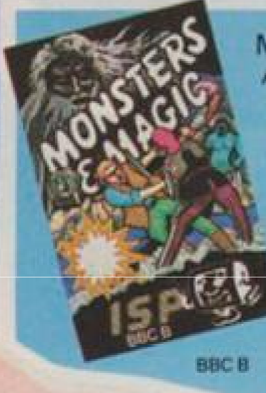

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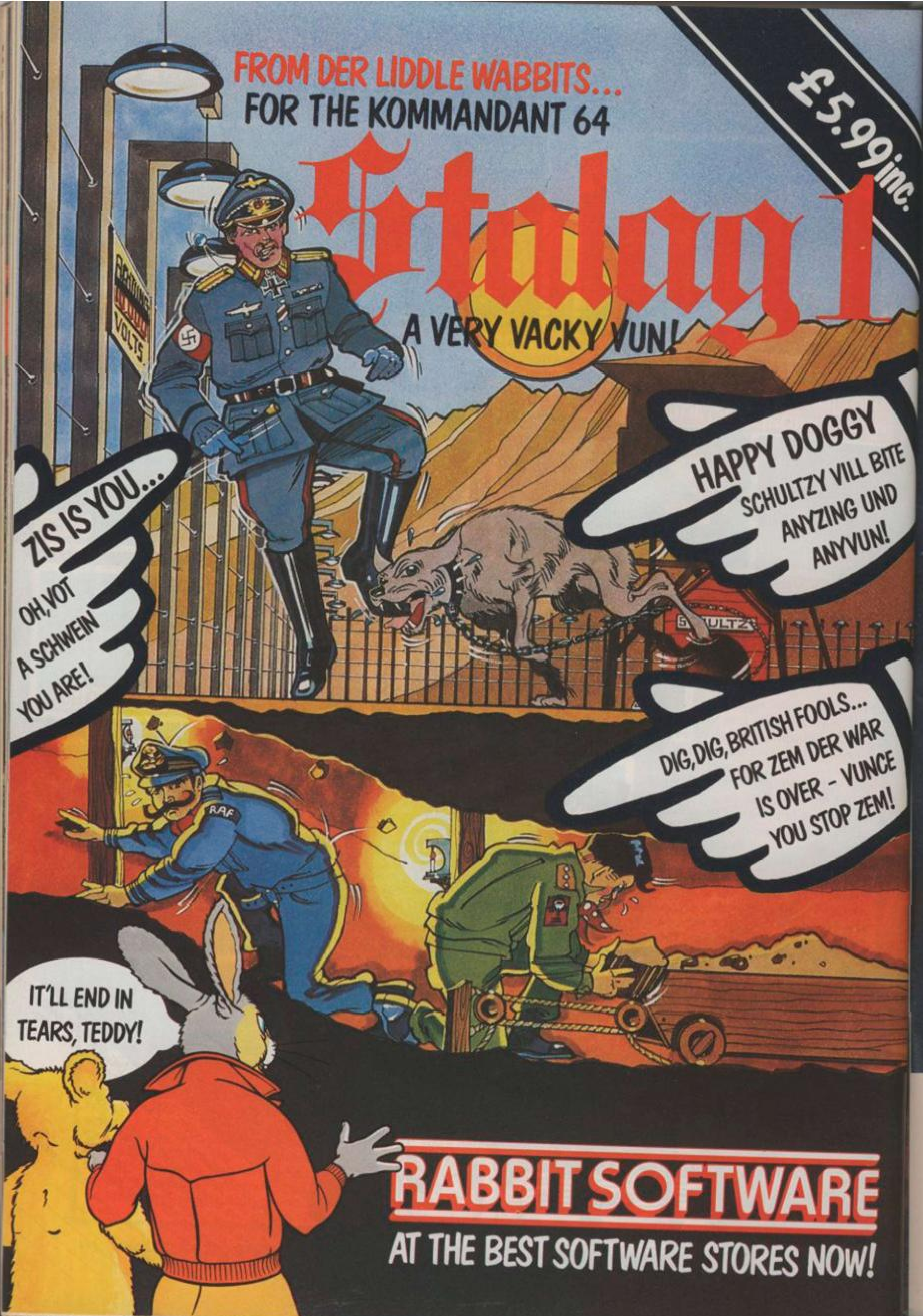
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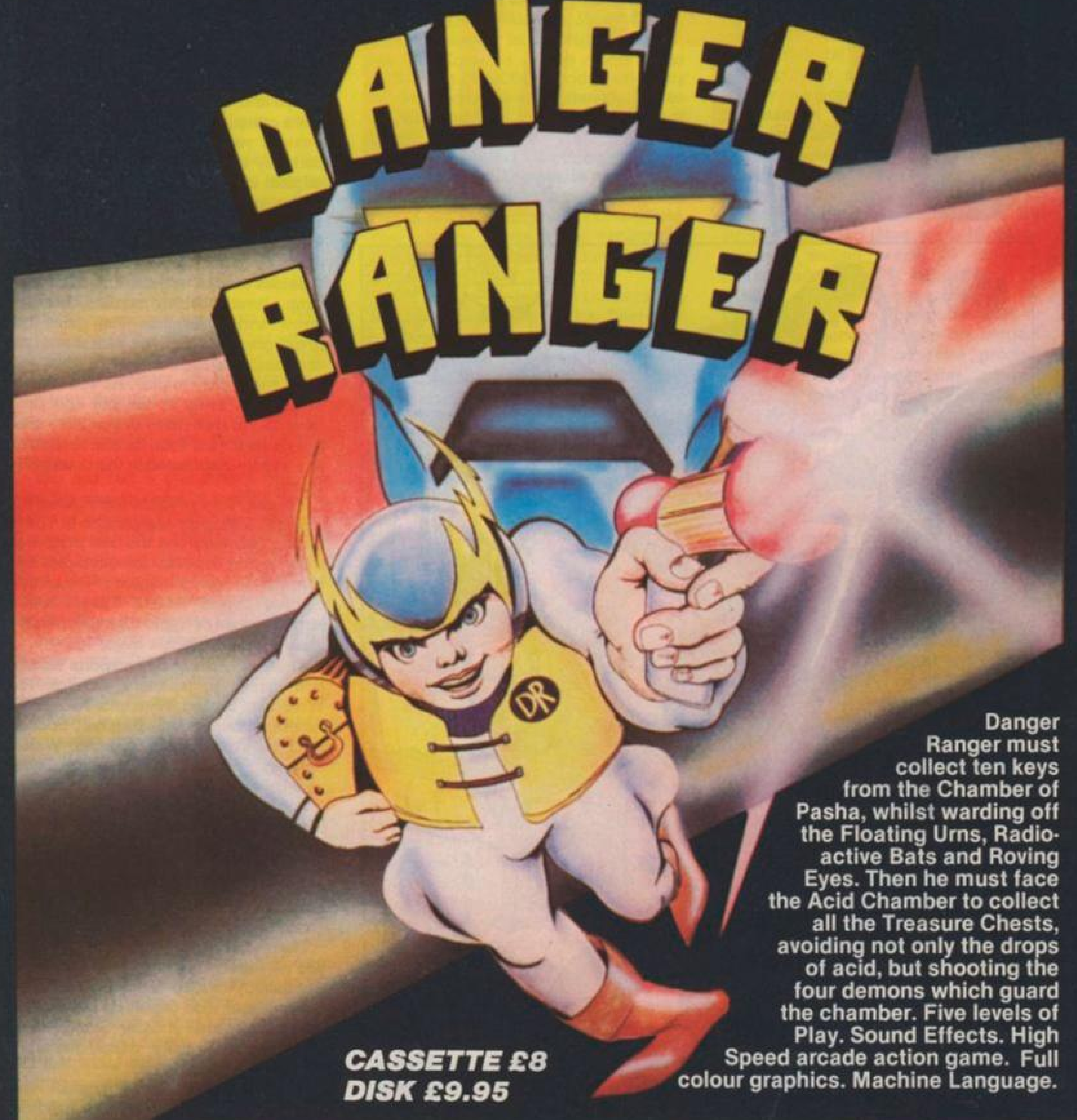

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END OF THE ARCADE ACTION?

Since writing the article on the Japanese arcade scene in our February issue, Tom Sato has been back to Japan to report on exciting new developments in the Japanese computer and arcade industry. Here's his report.

The Japanese arcade industry seems to be at a turning point. I visited numerous arcade centres around Tokyo and, although the games they had were completely different from the ones I saw a year earlier, the manufacturers certainly look as if they have run out of original ideas for arcade games.

The current trend is toward sports simulations. *Hyper Olympics*, or *Track & Field* as it is called in Britain, is the best example of this. You can take part in six different events — the 100m dash, long jump, javelin, 110m hurdles, hammer throw and high jump. The game has great graphics and the characters run and jump realistically.

It's really easy to play. All you have to do is bash away at the run and jump buttons! I'm sure many of you have seen this game at your local arcade already as it is widely distributed in this country by Taitel.

Konami, who produced the game, ran a *Hyper Olympics* competition in Tokyo during February and the first prize was a trip to the Los Angeles Olympics this summer. In addition, most of the arcade centres dotted around Tokyo had a large number of *Hyper Olympics* machines, which made it a major hit.

There are many other sports simulation games in Japanese arcades. Pro Wrestling, Boxing, Women's Volleyball, American Super Ball, Baseball, Soccer, Doubles Tennis, Roller-Skating, Water-Ski-ing... You can play the entire Olympics on an arcade machine!

Personally, I get more out of watching Match of the Day, but then some of these sports simulations are quite amusing — *Pro Wrestling* for example. You can even play a tag match — complete with angry crowds of spectators raging in the background as you pile drive your opponent!

There are now — as you'll know if you've been reading your copy of *Computer & Video Games* carefully — several laser disc games on the market. The most notable is *Laser Grand Prix*, a Formula One racing game, featuring live film of a race track.

Apparently Taito, who make the game, had a staff of over one hundred filming at the Fuji Grand Prix circuit. Each frame shot was analysed to calculate the position of the ground, with respect to the computer generated cars, so that they appear to be running on the circuit.

This is not easy, since cars must be placed at the right position and angle on the screen, otherwise they will appear to be floating above the road.

At the moment, the pride of every arcade centre in Japan is the Tazmi TX-1 motor racing game. This machine is usually placed in the most prominent position in the arcades. Forget the laser disc games, TX-1 is about the best arcade machine ever invented.

This giant racing game has three large screens which totally fill your field of view, and an excellent stereo sound system. The turbo-charged F-1 graphic racing car is about three times as large as the *Pole Position.*

The sound is amazing, especially the echoes inside and just outside a tunnel. It is quite unbelievable that a computer can generate such realistic sound effects.

The machine itself is much larger than ordinary machines. It has a steering wheel and gear lever which wouldn't look out of place in a real car. It also has brake and accelerator pedals — some people have found the game so realistic that they've been looking for the clutch pedal in frantic moments!

The extraordinary fact about this *TX-1* is that it was Tazmi's very first arcade machine. They have previously avoided the arcade industry. It's surprising also that they decided to join when most of the other manufacturers are concentrating more on home computer software.

The sad fact is that there's no doubt that the arcade boom is nearing its end. Most of the arcade centres I visited in Tokyo were only a third full at best. It is simply not 'trendy' to play arcade games now. This is despite the fact that most arcades are running the latest state of the art machines — like the *TX-1.*

Most arcade companies are now wisely considering moving into the home computer software market. The major cause of the decline of arcade machines is due to the fact that you can play video games on a home micro for free. If you can't beat them, then join them!

Those who are already selling home computer software are Namco and Konami. Namco created such masterpieces as *Pac-Man* and *Pole Position.*

They also have versions of *Xevious, Dig Dug, Mappy, Galaxian* and *Pac-Man* for various micros. Most of them are limited due to the capabilities of the host micro, but they all have the same algorithm as the arcade version, so you can apply the same tactics.

Nowadays in Britain, microcomputer versions of old arcade games do not sell all that well because there are so many different versions available. However, in Japan, the computer boom has just started.

Games such as *Pac-Man,* which is considered out of date by the British, are selling extremely well. There is even a serious shortage of Namco's games cartridges.

Japan is approximately one year behind the UK and US in terms of computers sold. The hardware is excellent in terms of performance and reliability, but the number of computers sold in Japan is relatively small.

This is about to change, however, with the advent of ASCII Microsoft's MSX standard, which allows software and hardware compatibility between differing manufacturers. Namco and Konami are concentrating on converting their games to MSX standard.

By January, Konami had 10 of their games converted to MSX. These include *Frogger, Time Pilot* and *Super Cobra,* but their biggest hit is *Antarctic Adventure.* All Konami's games come in the form of an 8k ROM cartridge and they can be used in any computer which uses the MSX standard. There are over 20 of these!

Let me describe *Antarctic Adventure,* my favourite MSX game, in more detail. You control a cute little penguin with a pair of skates sliding on a vast ice field. Your aim is to reach the exploration bases of various countries dotted around Antarctica within the time limit.

You can see the penguin skating along in very smooth 3D graphics. There are numerous holes on the ice which you must jump over. Occasionally a red fish will jump out and, if you catch it, you score extra points. Sometimes a seal will emerge but you cannot jump over this creature so you must carefully avoid him.

If you fall into a hole, you can see your penguin furiously trying to climb out, which is very comical. The jumping action of the penguin is excellent and the approaching seals and fish are very realistic.

For some absurd reason, this game is advertised as an educational game for geography! The only thing you are likely to learn is the location of every exploration base in Antarctica. Still, I reckon that *Antarctic Adventure* is about the best non-violent home computer arcade game ever!

It was in late 1982 when ASCII Microsoft, who previously supplied modified versions of Microsoft Basic to the Far East for Microsoft US, talked to several computer manufacturers in Japan, proposing to set a standard for eight bit home computers.

At that time, there were a vast number of home computers which were not compatible with each other. This deterred potential computer buyers and the computer boom never took off in Japan as it had done in the United States or in Britain.

The manufacturers thought it was a great idea and after lengthy discussion, on the 16th of July 1983, ASCII Microsoft together with Microsoft US, held a press conference, announcing the MSX plan.

Despite receiving a cool initial reaction from the US and Europe, most of the Japanese manufacturers enthusiastically developed their versions of MSX computers.

By late October last year, the first of the MSX machines appeared from National Panasonic. Hard on their heels came 11 other companies determined not to miss the Christmas sales. By January this year, there were 12 manufacturers selling some 20 different models using the MSX standard.

MSX computers now represent 30 percent of the total computers sold in Japan. It is set to become the biggest selling consumer electronics product since the video tape recorder.

So what is MSX standard? Basically, all MSX computers have a common hardware design and the Extended Microsoft (MSX) Basic.

It might sound silly — 12 manufacturers making machines with the same hard and software — but they all tend to add little extras to make their machines as different as possible from each other.

Take Yamaha's MSX computer, the YIS 503, for example. It has all the MSX standard hard and software but, on top of it, they built in a special synthesiser chip to turn it into a polyphonic synthesiser.

Because there is no need to rewrite software for different breeds of MSX machines, the software houses, who were previously complaining bitterly about software incompatibility, are now extremely happy with MSX and can concentrate on writing original software rather than converting old material.

People can now buy MSX without fear of lack of software and the large number of competing manufacturers means that they can expect high standards and availability.

MSX Basic is a vastly expanded version of Microsoft Basic found in Dragon and Apple micros. It also has features of G W Basic which is used for 16 bit microcomputers.

It supports two text modes and two graphics modes, the maximum resolution being 192 x 256 dots with 16 colours. It can handle up to 32 sprites which can be moved 'above' the actual screen without disturbing it.

One thing you can be assured of is that the companies supplying MSX games don't publish any rubbish. This is understandable when you consider that they were the people behind the video game boom in the first place.

The MSX standard gave them the perfect opportunity to expand — and they are reaping the harvest of their past effort.

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ZALAGA

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ARCADIA SPECTRUM

1) D. Iles, Bridgewater, Somerset — 2,112,762
2) Andrew Milner, Hull, Humberside — 1,747,681
3) Fraser Watson, Sheffield, South Yorks — 952,149
4) D. Szewczyk, Sheffield, South Yorks — 718,176
5) Martin Jones, Amersham, Bucks — 653,015

ATIC ATAC

1) Daryl Unwin, Camberley, Surrey — 525,369
2) Jonathan Southern, Leek, Staffs — 373,888 (99%)
3) Leigh Hoyte, Guildford, Surrey — 284,580
4) Clive Holloway, Wareham, Dorset — 264,035
5) Martin Jones, Amersham, Bucks — 231,415

DIAMONDS

1) A. Janota, Coventry, West Mids — 5,701
2) Joe Singleton, Willow Drive, London — 4,453
3) J. Marshall, Clifton Estate, Nottingham — 3,854
4) David Gordon, Lamballe Road, London — 3,149
5) Clive Gregory, Denbigh Road, Hounslow — 3,197

JET-PAC

1) Derren George, Portesham, Dorset — 13,652,750
2) Lee Milne, Lancaster, Lancs — 12,892,750
3) John Thake, Ely, Cambridge — 12,857,815
4) Alan Ball, St Helens, Merseyside — 8,930,385
5) Jonathon Jones, Solihull, West Mids — 7,306,857

MANIC MINER

1) Daryl Unwin, Camberley, Surrey — 5,000,083
2) Paul Rattray, Kinnoull, Perth — 2,642,037
3) Julian Rignall, Dyfed, Wales — 2,000,923
4) A. Procter, Leeds — 1,970,815
5) Stephen Lynch, Wallasey, Merseyside — 1,763,590

PARSEC

1) Stephen Lawson, Bramely, Leeds — 5,534,700
2) Grant Smith, St Albans, Hertfordshire — 4,327,000
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GRAPHICS

By Garry Marshall

MAKING THE MOST OF YOUR 64
PART 3

When you first switch on the Commodore 64, it appears to be a conventional character-based computer. This impression is reinforced by the presence on the keys of graphics characters. It can be great fun to build up images using the graphics characters, even to the extent of using them to 'type' pictures in the same way as a paragraph of text may be typed. But character-based graphics do have their shortcomings. The images that can be created using graphics characters cannot be as detailed and realistic as those of high-resolution graphics, generally speaking.

However, the Commodore 64 can display high-resolution graphics. When it does so, it gives a resolution of 320 by 200 dots, for every dot on its screen is then available. The character-based screen gives 25 rows each with 40 character positions, and the dot matrix for a character is eight rows of eight dots. This means that the high-resolution display provides 200 rows of dots each having 320 dots.

The high-resolution mode is known as the 'bit map' mode on the Commodore 64. It is set by placing a 1 in bit 6 of location 53265 without disturbing any of the other bits in this location. This can be done by:

```
POKE 53265, (PEEK(53265) OR 32)
```

Location 53272 establishes where these two areas of memory are to be found, and POKE 53272, 24 positions the bit map from locations 8192 to 16383 (this is 8k, so that a small amount of it will not be used). It also selects locations 1024 to 2023 for storing the colour information. (In character mode these locations hold the screen's contents.)

In the block of locations controlling the screen colour, each location controls the colour of a block of eight by eight dots. The most significant four bits determine the foreground colour and the least significant four bits the background colour. In this way, to do our plotting in white (colour 1) on a green (colour 5) background, we must put 1*16 + 5 = 21 in each colour location.

This can be done by:

```
FOR N=1024 TO 2023: POKE N, 21:
NEXT N.
```

The screen can then be cleared so that it just shows the background colour by:

```
FOR K=8192 TO 16383: POKE K, 0:
NEXT K
```

These two loops take some time to complete.

Each location in the memory can store eight bits (a byte) and so it can control eight dots on the screen. In fact, each byte controls a row of eight dots. The illustration shows the screen divided into rows of eight dots, and indicates the way that the locations in memory correspond to the rows of dots. Within each byte, bit 0 controls the dot at the right of the row and bit 7 the dot at the left.

Thus, to turn on an individual dot, we must find the byte controlling its row, and then find the bit that controls it. If the dot rows are numbered from 0 to 199 and the dot columns from 0 to 319, the dot in column X and row Y can be turned on by:

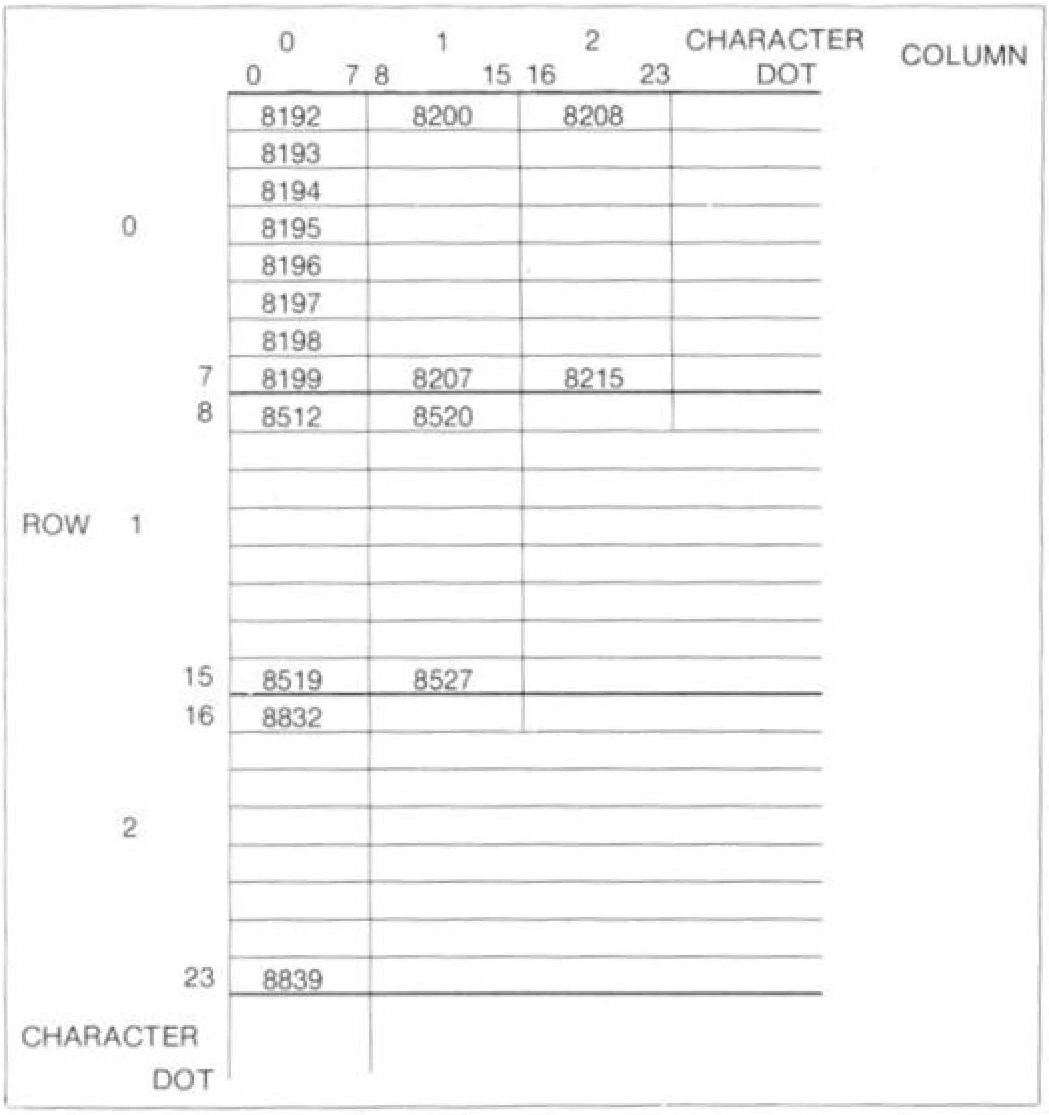
```
CCOL=INT(X/8)
CROW=INT(Y/8): R=Y-8*CROW
BYTE=8192 + CROW*320 +
  CCOL*8 + R
BIT=X-8*CCOL: BIT=BIT-7
POKE BYTE, 2 BIT
```

This just turns on a single dot, but if any other dots in the row of eight are already on, it will turn them off. The last instruction can be amended to avoid this if we make it: POKE BYTE, (PEEK (BYTE) OR 2 BIT)

The following program incorporates all these ideas and, by calling a subroutine to plot a single point repeatedly, it draws a line on a screen.

The program is:

```
10 POKE 53265, (PEEK(53265) OR 32)
20 POKE 53272, 24
30 FOR N=1024 to 2023: POKE N,21:
   NEXT N
40 FOR K=8192 TO 16383: POKE K,0:
   NEXT K
100 FOR X=20 TO 180
110 Y=X
120 GOSUB 1000
130 NEXT X
140 END
1000 CCOL=INT(X/8)
1010 CROW=INT(Y/8): R=Y-8*CROW
1020 BYTE=8192+CROW*320+CCOL*
   8+R
1030 BIT=X-8*CCOL: BIT=7-BIT
1040 POKE BYTE, PEEK(BYTE) OR
   2↑BIT)
1050 RETURN
```



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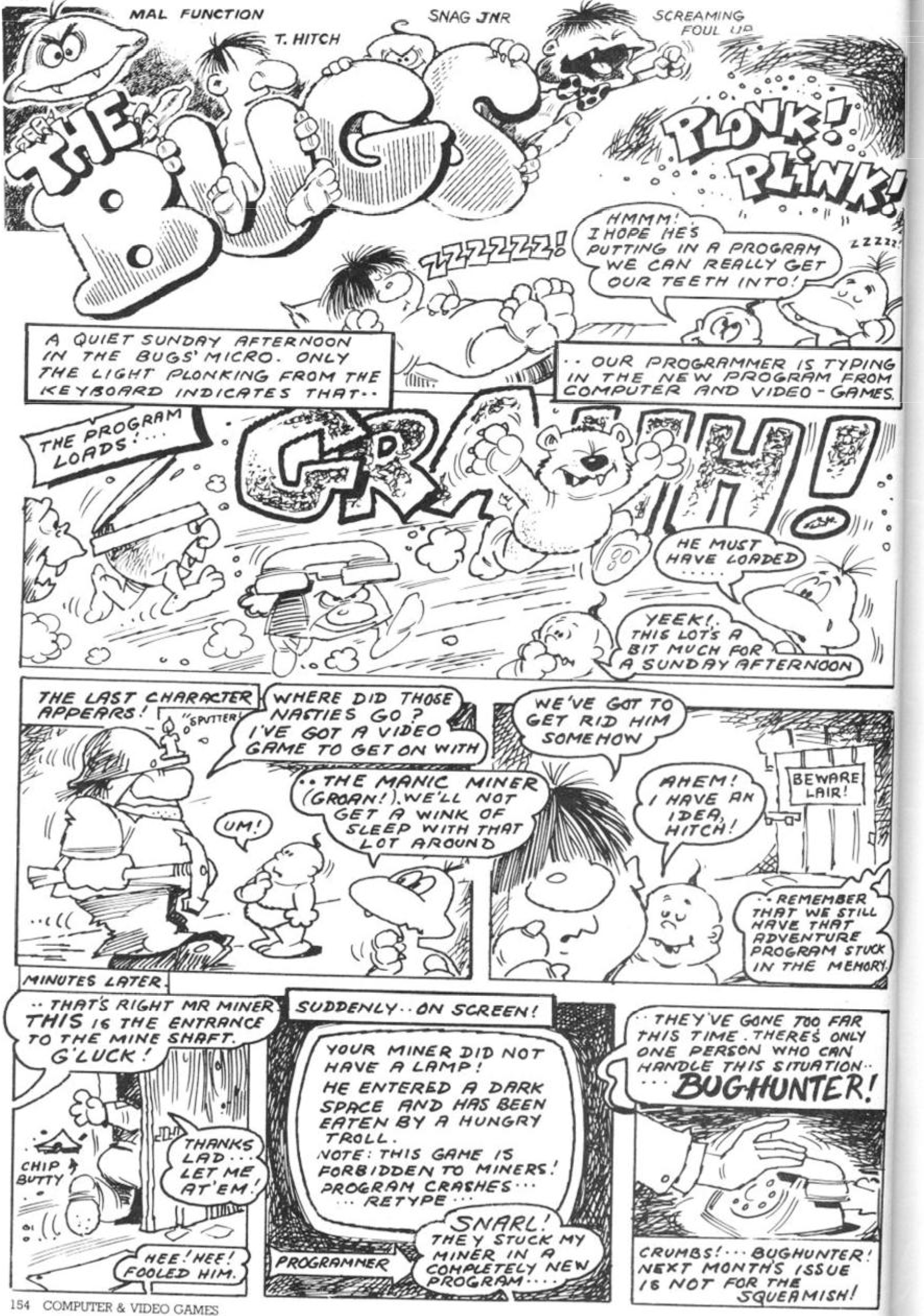
MAL FUNCTION
T. HITCH
SNAG JNR
SCREAMING FOUL UP
THE BUGS
PLONK! PLINK!
ZZZZZZZ!
HMMM! I HOPE HE'S PUTTING IN A PROGRAM WE CAN REALLY GET OUR TEETH INTO!
ZZZZ
A QUIET SUNDAY AFTERNOON IN THE BUGS' MICRO. ONLY THE LIGHT PLONKING FROM THE KEYBOARD INDICATES THAT..
.. OUR PROGRAMMER IS TYPING IN THE NEW PROGRAM FROM COMPUTER AND VIDEO-GAMES.
THE PROGRAM LOADS!...
GRAAHH!
80
HE MUST HAVE LOADED .....
YEEK!. THIS LOT'S A BIT MUCH FOR A SUNDAY AFTERNOON
THE LAST CHARACTER APPEARS!
"SPUTTER!"
WHERE DID THOSE NASTIES GO? I'VE GOT A VIDEO GAME TO GET ON WITH
WE'VE GOT TO GET RID HIM SOMEHOW
.. THE MANIC MINER (GROAN!). WE'LL NOT GET A WINK OF SLEEP WITH THAT LOT AROUND
UM!
AHEM! I HAVE AN IDEA, HITCH!
BEWARE LAIR!
.. REMEMBER THAT WE STILL HAVE THAT ADVENTURE PROGRAM STUCK IN THE MEMORY.
MINUTES LATER.
.. THAT'S RIGHT MR MINER THIS IS THE ENTRANCE TO THE MINE SHAFT. G'LUCK!
THANKS LAD... LET ME AT 'EM!
CHIP BUTTY
HEE! HEE! FOOLED HIM.
SUDDENLY.. ON SCREEN!
YOUR MINER DID NOT HAVE A LAMP! HE ENTERED A DARK SPACE AND HAS BEEN EATEN BY A HUNGRY TROLL. NOTE: THIS GAME IS FORBIDDEN TO MINERS! PROGRAM CRASHES... ... RETYPE ...
PROGRAMMER
SNARL! THEY STUCK MY MINER IN A COMPLETELY NEW PROGRAM....
.. THEY'VE GONE TOO FAR THIS TIME. THERE'S ONLY ONE PERSON WHO CAN HANDLE THIS SITUATION.. ... BUGHUNTER!
CRUMBS!... BUGHUNTER! NEXT MONTH'S ISSUE IS NOT FOR THE SQUEAMISH!

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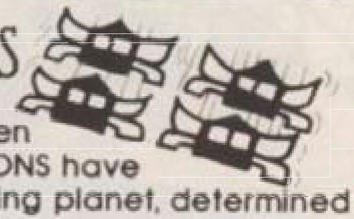

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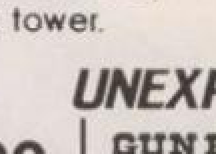
A fantastic version of this popular arcade game.



Robin to the Rescue

In days of old when knights were bold and the sheriff was in power, to play this game guide Robin Hood, to Marian locked up in the tower.

New Alley Cat

Guide Thomas the cat along the 13 walls of SOLAR street to his lady friend, who awaits him on the end wall, but beware of the flying boots, bottles and mops, which are just a few of the hazards you will encounter.

New Bogy Men

Guide Boris up the ladders, to collect a coin from the top of the screen, but beware! the bogy men are out to get you. He must return to the bottom of the screen, avoiding the bogy men and insert the coin in the electric meter. The lights will come on enabling you to see the pitch fork, and after retrieving it, kill the bogy men.

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FOLLOW THE BOOZER'S TRAIL!

We've had *Adventure Quest*, *Dungeon Quest* and *Just Quest*. The quest to end all quests must surely be *Pub Quest* from Dream Software.

This cheeky game has the player in search of money to pay off his debts at the Chequered Flag. The said cash is hidden somewhere in the sewers. Of course, I had to pop in for a quick one before trying in earnest and was somewhat miffed when I tried to buy a pint and was asked "What wiv', buttons?" That is where Adventure games differ from strategy games — in the latter, one is always endowed with the wherewithal to start off with.

If you think from the title that this is a game to be played in convivial company with a few well-oiled friends — forget it! You need a clear head! How often does the adventurer use the phrase *LIGHT TORCH?* Just think about it! Now think about it again! Silly, isn't it? Who'd want to set one of those on fire? Well, that's the sort of clear thinking you need for *Pub Quest!*

This is a text adventure and colour is used quite effectively as a code to the type of message being displayed. Response is quite fast and the game is played in real time, the player having the option of one, two or three hours in which to complete his task.

Pub Quest, fun but as hard as the ground under the apple tree, is from Dream Software Ltd, for the Commodore 64 priced £5.95 — and well worth it.

THE TEAM

We are here to help you and, hopefully, to help you help other Adventurers in distress. I read all your letters and some I pass on to the rest of the team to deal with. Not being superhuman, I cannot possibly answer all letters AND come up with a column each month!

So here's the team:

PAUL COPPINS — super-Adventurer with an Atari bias. Paul is aged 20, lives in Stanford-le-Hope in Essex and has a full time job. Nearly all his spare time is spent solving the latest Adventures and answering your pleas for help. And a very thorough job he does too! The chances are that, if you have a problem with an Atari game, or an Atari query, you will hear from Paul.

SIMON MARSH — a great guy who has a way with Dragons. Simon made his debut on the Radio Sussex computer program recently, talking on that very subject. Simon, aged 17, is a rugger-playing sixth-former from New Malden in Surrey, and has ways and means of getting his mates to divulge their Adventure secrets if he doesn't know the answers himself! If your reply is from Simon, you may have to excuse his handwriting. The chances are that he has had yet another rugby accident. They always seem to affect his hand or wrist . . !

Simon and Paul are reviewing games in our regular Adventure Reviews Extra, and you will be hearing from them again next month. As readers, they have, for over a year, been prolific writers to the Helpline. Now drafted in officially, they represent you, the readers. And if the standards of Paul and Simon are anything to go by — *C&VG* must have the finest readership of any magazine going!

So you can see, there's a great team here waiting to help you! Write to us at Keith Campbell's Adventure Helpline, *Computer & Video Games*, Durrant House, 8 Herbal Hill, London EC1R 5EJ. And please — help us to help you! Do make sure you include your full address. We have had letters returned by the Post Office with incomplete addresses and even from demolished houses, so write clearly, please (we're not clairvoyant!), and name the micro on which your are playing. The same game can have a slightly different solution on various micros.

THE PIRATE RETURNS!

"You be forgetful, matey," says the pirate, and sulks off angrily. Of course, I knew what he was after, but I just didn't have any to hand. No, surprisingly enough I hadn't consumed it myself — I'd not found any!

Pirate Adventure, the second in Scott Adam's original series, is generally considered to be the easiest. The 14th and latest takes you back to Pirate's Island — but a slightly different and much harder island it is from the one you thought you knew!

Scott seems these days to delight in dropping Adventurers straight in at the deep end. Bruce Banner started off tied hand and foot; Pirate 2 starts off where it's too dark to see!

Of course, Adventurers have been plunged into darkness unexpectedly before, and experience suggests that there is a lamp, torch or similar device fairly handy — certainly within non-dying range! That was my theory, anyway!

Eventually, the fact I suffer from astigmatism paradoxically helped me to focus on the problem more clearly, and get into the game proper. My wife, who doesn't have the same affliction, was struggling!

There are plenty of mysteries to work on, as well as the problems immediately to hand. Why I should want to make glue, especially at some remote place I never heard of! What use will the Pirate be this time if I can get him out of his sulk?

Meanwhile, I have found the familiar crack on the hill, and even been inside! Returning is another matter and, at this point, the game has an innovative approach, and a definite link with its forerunner.

Adventure No. 14 is by Scott Adams, and is available from Adventure International for a wide range of machines on both disk and tape, some versions with graphics. For options and prices, keep your eye on the ads!

BY KEITH CAMPBELL

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CVG6

CREDIT WHERE IT'S DUE . . .

The *Wizard and Princess* rhyme is from Dave Smith of Rainham.

Knight's Quest clues come from the pen of Keith Gibbs.

Thanks to Mark Boddy for *Snowball*, Tim Shelley for *Xenos*, Brian Moore for *Deathmaze*, and the rest come from us!

DEATHMAZE 5000: To escape the calculator room — turn in one direction five times, the other four times and the first one three times. And don't forget to take the calculator with you!

SNOWBALL: Don't waste time pushing too many buttons. Remember the *Voodoo Castle* lines about making a stand around the coffin. Get up there quickly and you're safe for a bit!

WIZARD & PRINCESS: With the bird? Rub the ring, do to frogs the princely thing!

BLADE OF BLACKPOOLE: Plants are paid visits in the spring, by something which has a sting. To find the jewel bring light to a dark place. The quicksand is thick — try the backstroke. The landslide — well, there's a useless lump.

VOODOO CASTLE: The game's not in the bag until you've cracked it. So wave goodbye to your problems!

KNIGHT'S QUEST: The impassable Giant has Dragonphobia. If in the desert you are stuck, with no place to go, you're out of luck. Different directions you must walk, until your compass decides to talk. If you're drowning in the water and think it is too late, look hard at the symbols and translate.

XENOS: The safe can be blown up by putting the dynamite in a bottle and closing it. You have two moves to drop it and run. Try if you will, but — the safe is a red-herring!!!

SPHINX: To pass the everglades, feed the crocs! You must use magic to return.

GUIDE FOR BILBO

I have always found that *The Hobbit* stands alone above all other adventures, in the degree of difficulty I have answering readers letters for help. Despite having a check list of many tips, I find myself struggling to answer some of the questions I receive. Other adventures have a set answer to a given problem — *Hobbit* problems have different solutions according to the circumstances of the game.

Hobbit players will be delighted, then, to hear that there is now a book available to help them in their quest. A Guide to Playing The Hobbit, by David Elkan, takes the *Hobbit* player through the adventure at three different levels.

The first part of the book, entitled Through the Green Door, explains Inglish Language, gives advice on collecting treasures and describes doors and passageways, and the characters encountered in the game. There are also tips on mapping and scoring.

Part two is a *Hobbit* Helpline and divides the game up into seven sections, such as The Goblins' Caves and The Elven King's Halls. Each section is introduced with a general discussion on tactics and objectives, followed by a number of tips categorised as HELP, HINT, FURTHER HINT and EXTRA HINT. The last two levels of hint are written in a simple code and give fairly direct clues. The aim of the section is not to give a solution, but to help the reader help himself through the game.

The final part of the book goes through the game location by location (there are 50 in all), with a detailed commentary on what to do, what might happen and how the player should proceed. By following this section, the player should no doubt be able to complete the game without too much difficulty.

Having perused the book very thoroughly, I decided to put it to the test, and what better way to use it, rather than take me through the game, but to answer some of the varied *Hobbit* problems of writers to the Adventure Helpline?

The exercise proved invaluable, allowing me to give far clearer answers very quickly. Although not overlong — some 60 pages in all — the book is logically arranged, written in a clear, easy to follow style and, being the perfect companion to the game, should belong on the bookshelves of all *Hobbit* players.

A Guide to Playing The Hobbit, by David Elkan, is published by Melbourne House at the modest price of £3.95.

THE REPLY . . .

The following *Colossal* clues come in verse from Geoffrey Redburn, in answer to the Bumpkin's Lament:

Y2 carved upon a rock,
Leads you to a metal block,
Pyramid-shaped and platinum
bound,
A magic word just must be found.

The rug, though seemingly should
fly,
Is a red herring — just you try!
Its use is points for final score,
To get you through repository door.

I've played the mainframe in the
sky,
For weary months and months
sat I.
That final room where dwarfs
abound,
And snakes in pits lie coiled
around.

Be wary in this deadly place
Lest you explode without a trace.

Colossal caves now in the past,
Were swapped for 'ventures with
new cast.'

Now I suffer stings and bites,
Avoiding insects wanting fights.

The Temple of Apshai can kill,
You'll find me there with Strider
still.

Where is the magic armour found,
Inlaid with Mithril, metal bound?

I've been on levels where, it's said,
A wraith's cold breath will freeze
you dead,
But still I search in vain, it seems,
For Mithril armour. Merely dreams!

NEVER MIND THE QUALITY..!

Your company, Geographica, is working on a project to produce Mappamundi, which students of pidgin Latin will quickly translate as 'Map of the World'. But this one is to be different — it is to be computerised and to include other scenarios.

Suddenly, something inexplicable happens, and world travel is brought to a halt — even driving home from work becomes difficult. The world map has changed. Millions of people mysteriously disappear, including your wife.

Thus reads the short science fiction story, Width of the World by Ian Watson, which forms part of a new package from Mosaic Publishing. Mosaic specialises in 'Bookware' — complementary book and software — and an Adventure game of the same name by Simon Gould accompanies the book.

Playing *Width of the World* after reading the story offers the adventure player the chance of making it all end happily ever after, for the game takes up the theme where the story ends.

The setting of the events is an unusual one for science fiction — right in the heart of rural England between Forby and Launchester. You start by your bungalow at Ferrier Malvis, and the game takes you into the surrounding countryside, where you may visit the village shops, your small pottery works and your old office at Geographica.

There are various side puzzles to be solved on your way to solving the game itself which is enhanced with graphics. I say enhanced, because, being a bit of a purist, I am not usually too keen on graphics in an Adventure — all too often the repetition of pictures slows down the game and leaves little to the imagination. But in *Width*, the graphics are limited to just a few locations, and display, unless requested otherwise, appears only on the player's first visit. There is just enough to make a light break from the text every now and again, and to provide a little variety.

The game is written in Basic, but the Spectrum's response is quite fast. The output/input mode is a little unusual, in that the computer's reply is quickly displayed, and input is inhibited during a pause for reading.

I left *Width* feeling that here is a game that is not mind-bendingly difficult, but certainly not a dead give-away. It is a light-hearted excursion, with a humorous disposition.

For example, I had to fix a revolving door before I could enter a building. On being successful I was told: "You didn't know you could mend revolving doors, did you?" In the true spirit of Adventure, the player can have the satisfaction of achieving things which in real life might be totally beyond his capabilities!

Width of the World includes the short story and Adventure game for the 48k Spectrum. Published by Mosaic, it is a new release available through John Wiley at £9.95.

PRICKLY PROBLEMS

Dave Watson and Paul Wood of Gloucester have come up against it in *Countdown to Doom*. They have encountered a six-headed, 600-toothed monster which is preventing them from collecting Dilithium Crystals. And they can't catch the suicidal blob with the net, without being burnt to toast by the sun. "We're not always this bad at Adventures," they write. Can anyone help?

Ian Greener from Hereford reckons he has all the PQ treasures. How, he asks, do I get more than 236 points?

S. White of Fife needs a rope to help him scale the cliff in *Goblin Towers* and he has a grating problem.

Now for *Aztec Tomb*, in which A. Pike of Havant can't cross the stream. He is trying to make a bridge out of wood, but has come to the point of thinking there might be a bug in the program.

And another thing. How do you rescue the princess in *Rescue from Castle Dread?*

Old Father Time has featured in the pleas for the first time. This is a BBC adventure which is puzzling Patrick Greer. Try as he might, he can't help the poor caged waif suspended from the ceiling. Is he wasting his time, chaps? Every time he picks up the hour glass, an exit is revealed and the sands of time promptly run out. "A fantastic adventure has been turned sour for me," he writes. Can anyone help sweeten it a bit for him? Meanwhile, Mark Harwood, aged 14, who describes himself as a very inexperienced adventurer, is stuck between a mine and a small cylindrical room. Whenever he tries to descend into the mine he gets killed.

Ultima II features for the first time in the mailbag. Ian Jess, of Co. Derry, asks if there are any more planets than the nine we know and Planet X. These are certainly the only ones Paul, our Atari adventure fiend, has come across so far. But who knows — he is still playing the game, and will be reporting back on what he finds in a future issue.

Neil Roberts of Worsley, Manchester is confronted by two locked doors and an unhelpful guard in *Arrow of Death Part 2*. He has turned the wheel to no avail.

Can anyone help Michael Giles stuck in a fire room in Norwich? The Incas have put a curse on him!

Jon Moseley of East Ham complains he has only achieved 800 points in *Snowball!* Is that all, Jon? Shame on you! Can anyone get him past the Waldroid guarding Jacob's Ladder?

Spencer Bowden of Penge has given up playing *Black Crystal*. Every time he moves somewhere, he gets killed. He's read the instructions to use keys 5 to 8 to move around, but has now turned to *Hobbit*.

DORCAS SOFTWARE PRESENT

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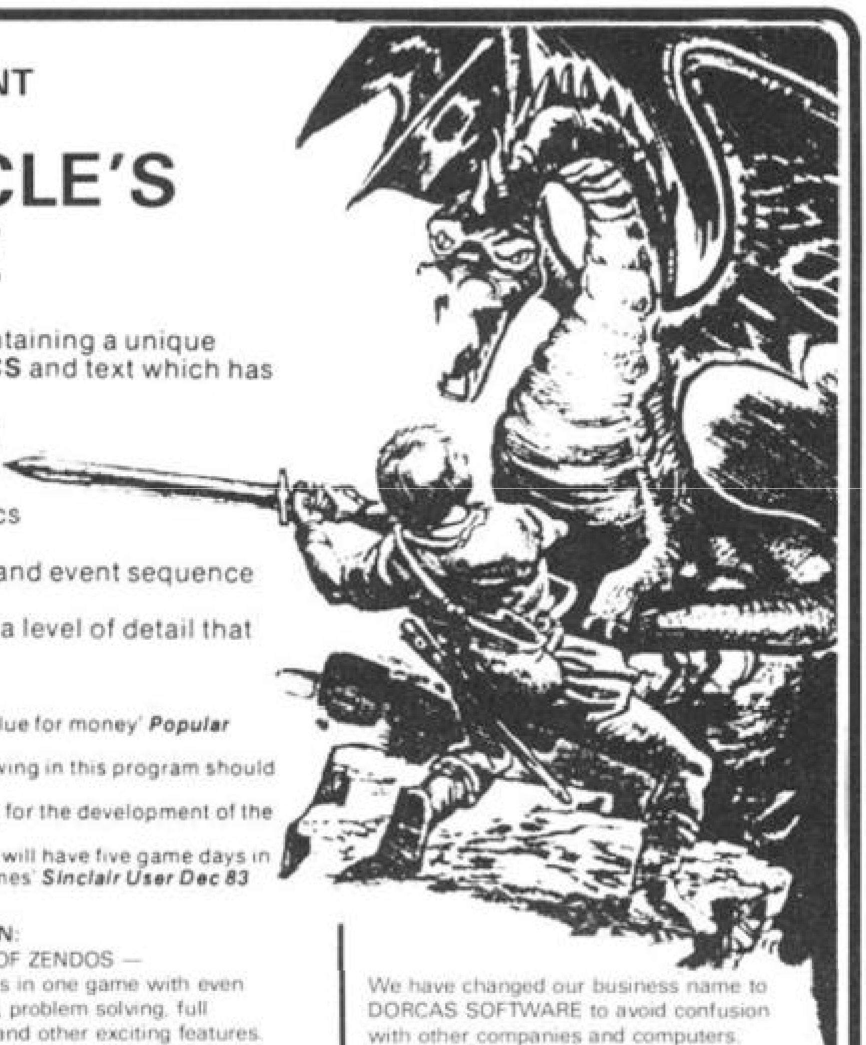
THE ORACLE'S CAVE



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'Superb high resolution with smooth scrolling ... with the nights drawing in this program should give you plenty to think about' ***Micro Adventure Dec 83***
'The graphics are smooth, startling and exciting. They show the way for the development of the graphics adventure in the next year' ***Sinclair User Annual 84***
'Each quest is selected by you at the beginning of the game and you will have five game days in which to complete it. The time factor is exceptional in adventure games' ***Sinclair User Dec 83***

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NEW RELEASES JUST IN

Program	Supplier	Machine	
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Scuba Dive	Durrell	Spectrum/64	£5.95
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Program	Supplier	Machine	
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Harrier Attack	Martech	Oric	£7.95
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All the above software is available on cassette unless otherwise stated. **All Prices Include VAT**

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Tel: 01-681 7539

NEXT MONTH NEXT

C&VG's PACKAGE HOLIDAY!

Bored with the beach at Blackpool? Sick of greasy Spanish hotel food? Fed up with foreigners who don't know a computer game from a rancid kebab? If you can answer YES to all these questions and want to do something REALLY different this summer, then you just can't afford to miss the next issue of *Computer and Video Games*.

Yes, *C&VG* is the only magazine able to solve your holiday problems. The winner of our July issue's grand Olympic Competition will be whisked away on *C&VG's* magic carpet for a 10-day wonder holiday at the Los Angeles Olympics — all expenses paid! There will be tickets for the top track and field events too — and Disneyland is just a short car ride away if you fancy a break from the sporting action in the main Olympic stadium.

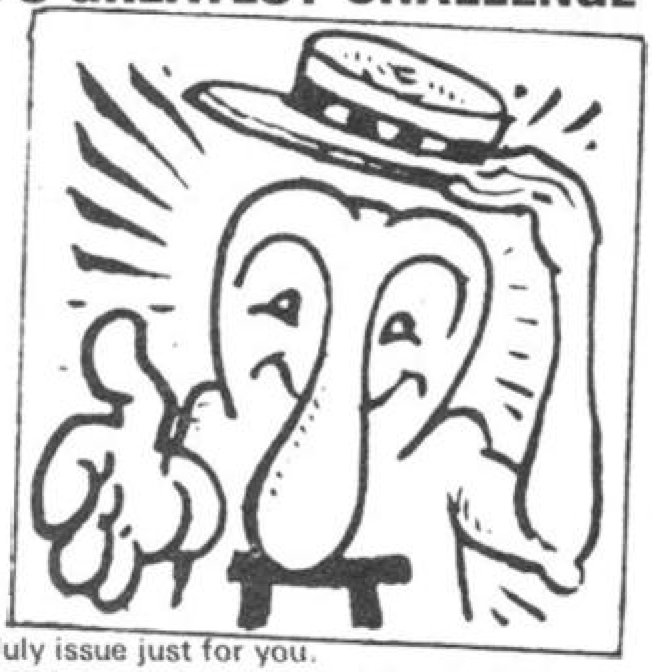
The winner will stay in one of California's top hotels — the Sheraton at Anaheim — which has 500 deluxe rooms, a swimming pool, a coffee shop and live entertainment every night. And the Pacific Ocean is just down the road! What more could you ask for?

A copy of the July issue of *C&VG*, perhaps, so you can enter this great competition.

The *C&VG* team are at this very moment making up false names so that they can enter — but, don't worry, we've got Screaming Foul-Up watching over the tickets!

Your passport to this dream holiday is the July issue of *Computer and Video Games* — the magazine you just can't afford to miss. So don't forget to look out for the PiMan on the cover!

THE PI-MAN'S GREATEST CHALLENGE



The poor old PiMan has faced a lot of tough challenges in his time. He's been Pi-Eyed, Pi-Balled and has even suffered from Pi-Mania! Despite this, the PiMan is ready to face his toughest challenge yet — the Pi-Olympics.

Those Pi-maniacs at Automata have written us a very special and very exclusive PiMan game and we'll be presenting it in our July issue just for you.

You won't find the PiMan anywhere else in July — he's taken up residence in the *C&VG* offices and can be seen jogging around Herbal Hill as day dawns in a frantic bid to get fit and ready to meet any challenge the Automata crew decide to throw at him.

Meanwhile, we advise you to look out your tracksuit and running shoes and follow the PiMan's example. You'll need to be pretty fit to take part in the *C&VG* Olympic challenge!

We've already seen the game that the Automata programmers have dreamt up for us — and it's a winner! But we're keeping quiet about just what the PiMan is up to in *C&VG's* very own Pi-Olympics game. You'll just have to get the next issue to find out what it's all about.

CARTOON COMPETITION

When we launched our cartoon contest back in April, little did we know how many of you are budding artists. The response to our request for computer cartoons was absolutely amazing and right now our team of expert artists are wading through the entries. We'd like to thank everyone who has entered for all the time and trouble they've put into their work. Watch out for the July issue of *C&VG* to find out if you've won!

To my newsagent: Please deliver/reserve me a copy of Computer and Video Games every month. Price 85p.

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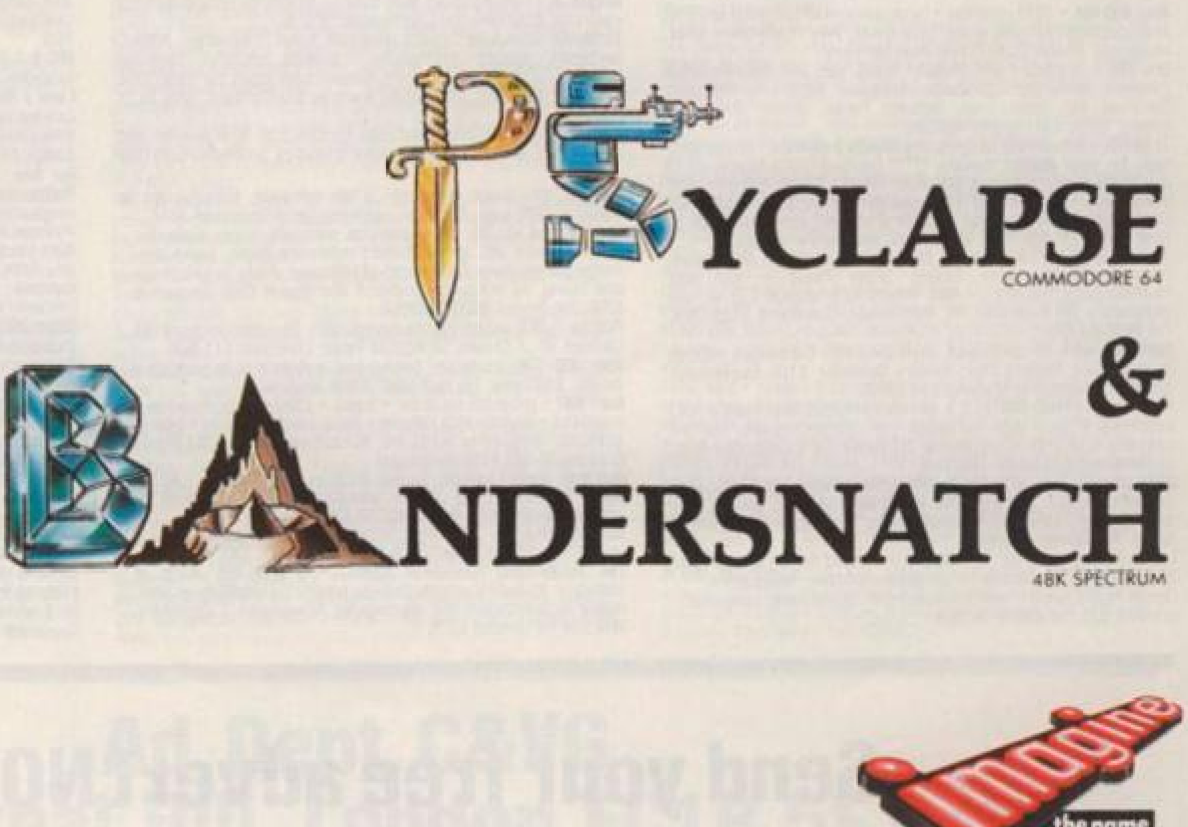
EXTRA ADDED INGREDIENTS

Have we got games listings? You bet we've got games listings! Next issue will feature one of our now legendary Book of Games supplements — much loved by everyone who has managed to pick one up in the past. It will be jam-packed with great games listings for all the top micros — including the Spectrum, BBC, Commodore 64, Oric, Dragon, Texas, Atari, Sharp and many others too numerous to mention. Demand for the next issue of *Computer and Video Games* is bound to be massive — so why not nip down to your newsagent and put your order in today? That way you won't miss out. There will be a special Book of Games competition with a major prize to go for. As yet we haven't quite decided what the prize is going to be, but in the best traditions of *Computer and Video Games* it will be big, and very different. A bit like the Bughunter really! Yet another good reason NOT to miss the July issue of *Computer and Video Games*.

NEXT MONTH NEXT MONTH

MONTH NEXT MONTH NEXT

MONTH NEXT MONTH



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VIC 20 expanded game Space Division, Paratrooper, AMok, Wacky Waiters, Catcha Snatcha, Betwitched, Arcadia. All these games for £3.50. You can buy or swap games Space Division needs expansion 3K38K/16K. All the rest is unex. Phone for details and lists 01-732 4597.

Spectrum games second hand good condition top names. Jetpac, Psst, Cookie, Transam, Zoom, Pyra mid, Trans-Tower, Superspy, The Birds and The Bees; all games only **£3.00**. Send to Neal Ward, 4 Lancot Avenue, Dunstable, Beds. Tel 606507.

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We are proud to present two new games. **Mad-Max**, a fast arcade perfect game for the 48K Spectrum and **Xenophobe** for the 16/48K. Each at only £5.50. Send PO/cheques to S. Phillips, 101 Swindon Road, Wroughton, nr Swindon, Wiltshire.

Wanted: Atari program recorder or disk drive, include asking price. J. Long, 26 Hooton Way, Hooton, South Wirral, LL66 6AH. Also Acetronic TV game with Space Invaders and Shooting Gallery. £20 ono.

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Atari VCS with 13 cartridges, joysticks, etc. Cartridges include Donkey King, Enduro Star, Raiders Defender. £125. Buyer pays p&p or collects. Tel Maidenhead 32875.

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Acorn Electron, Philips CCR 700 recorder and cassette interface. Several books. Loads of quality software, ie Twin Kingdom Valley, Killer Gorilla. Lots of magazines. Worth approx £500. Sell £295 ono. Phone 051-733 0090 after 4pm. Richard, Liverpool area.

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Spectrum Software for sale or swap. Oodles of titles to choose from. Send you list for mine. Eddie Earley, 65 Anner Road, Dublin 8, Ireland.

I am willing to buy all original **Spectrum** software. Prices negotiable. Preferably in bulk (more than five), also **Microdrive** order forms for sale. Phone 01-348 7378. Ask for Pod. No cheques.

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Atari 400/800, 600/800XL Computers. Are you interested in cheap **high quality** games and utilities. Phone David Sutherland on 031-338 1547 after 6pm.

Pinball Machines, fully working electro mechanical. £100; also microprocessor controller. Modern game. £250. These are both full size machines as found in arcades (delivery possible). Phone Gary 01-518 1047 (London).

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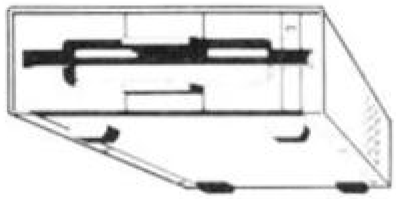

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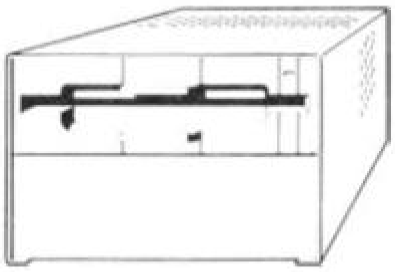

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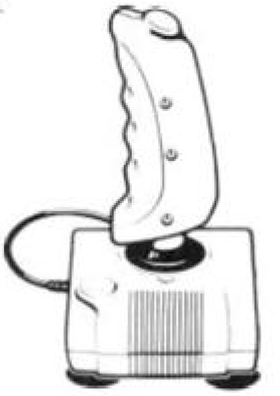

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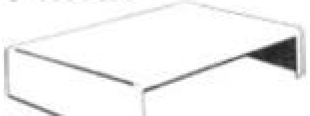

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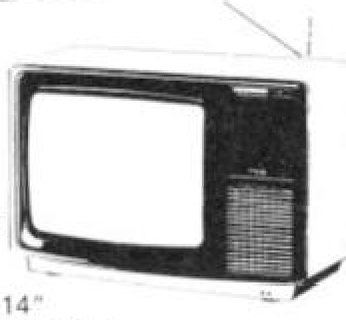

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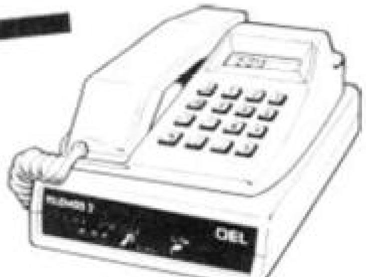

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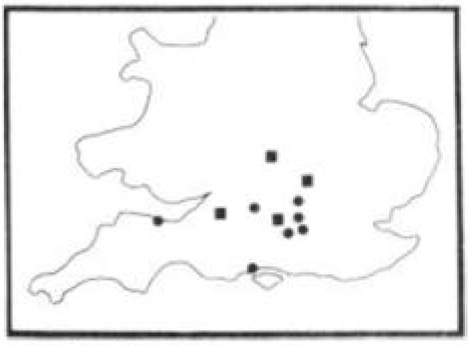

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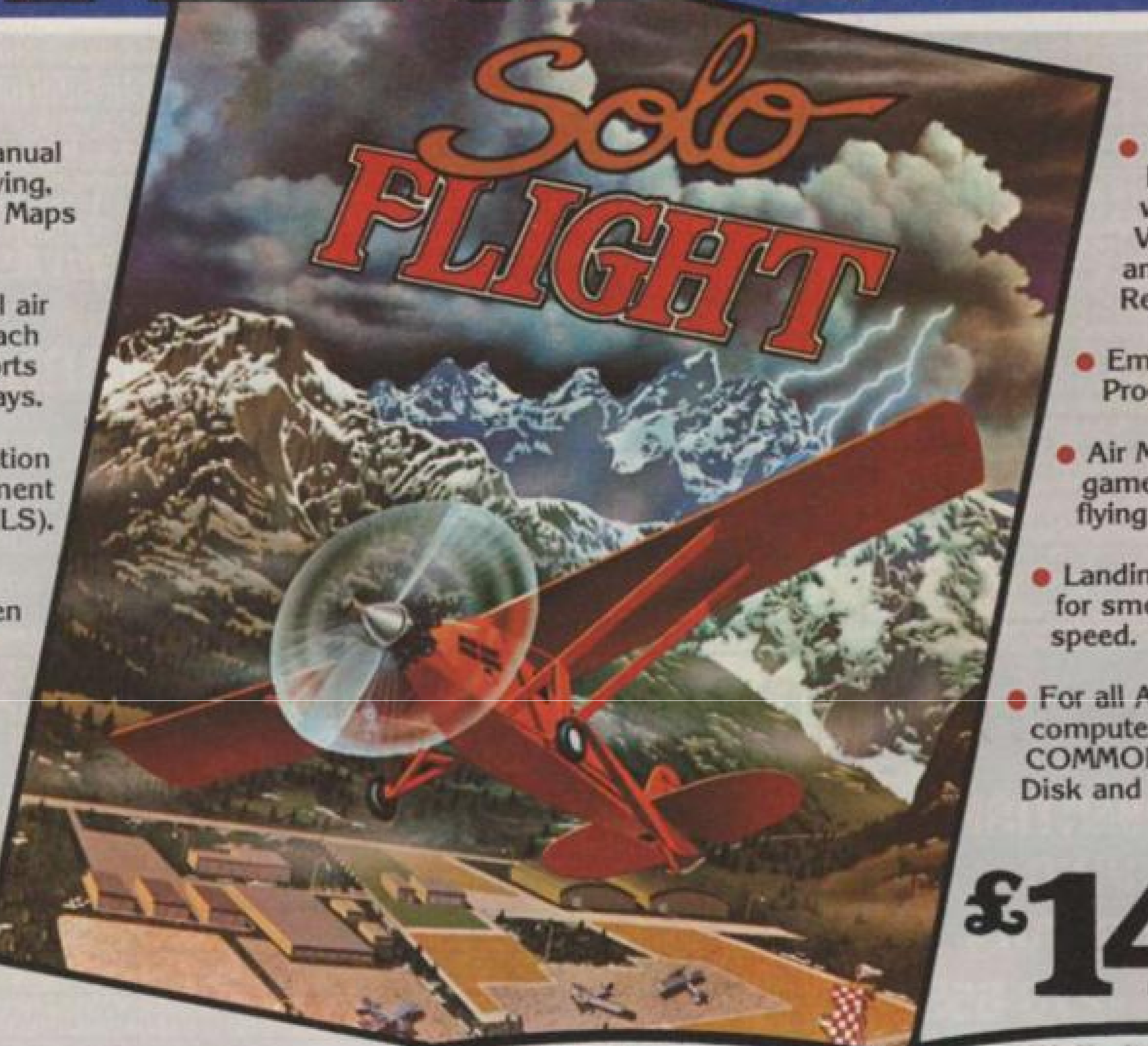
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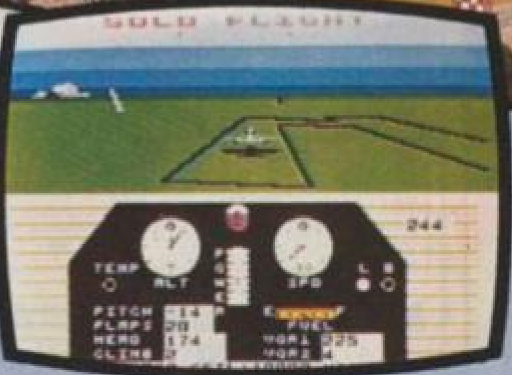
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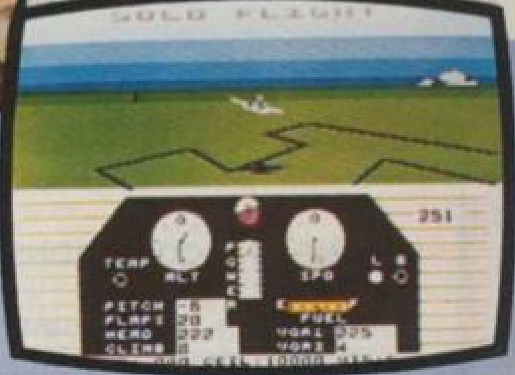
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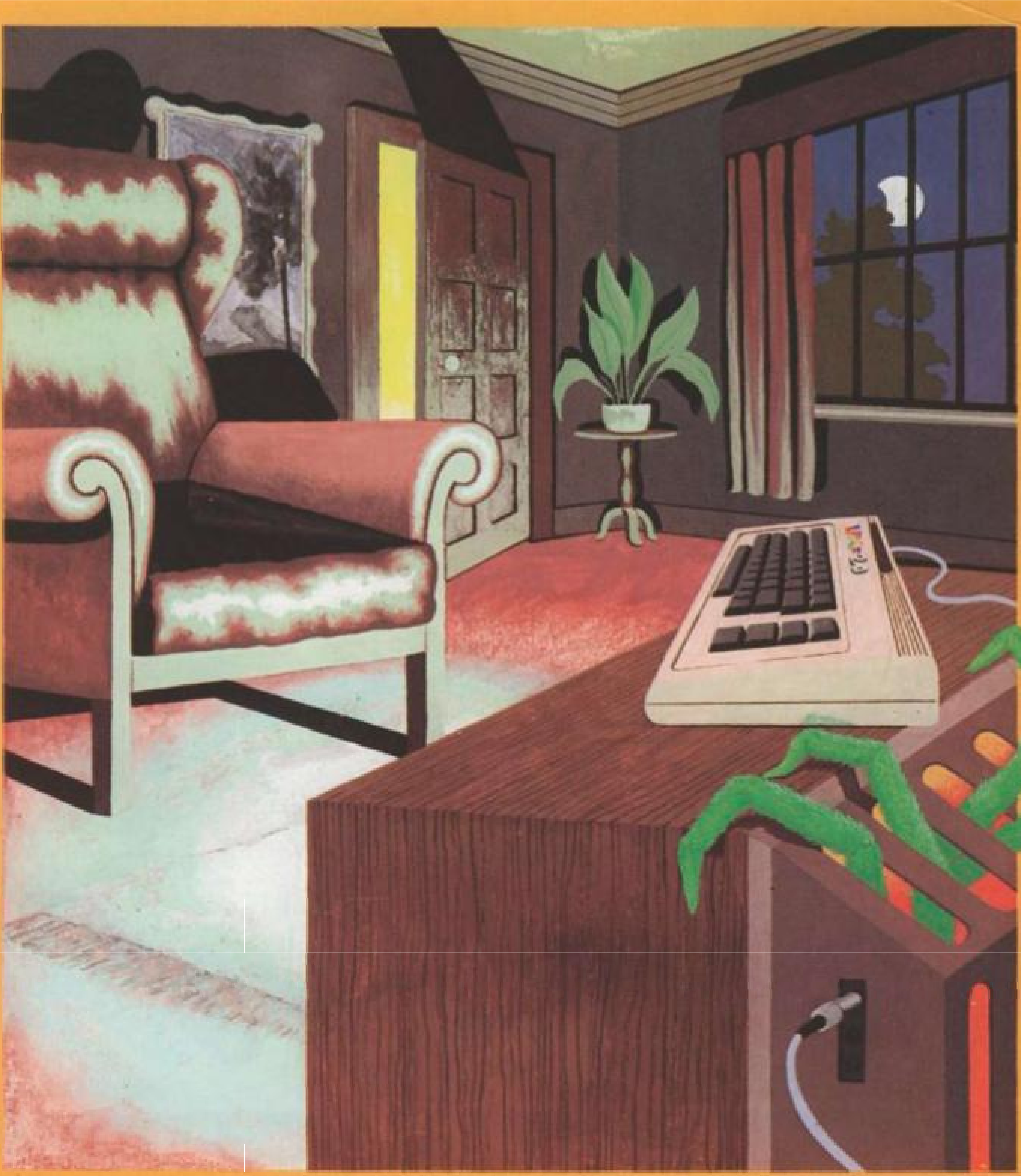

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